

THE BOY'S MODERN PLAYMATE

A BOOK OF
GAMES, SPORTS, AND DIVERSIONS.

COMPILED AND EDITED BY
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A NEW REVISED EDITION.

WITH SIX HUNDRED ORIGINAL ILLUSTRATIONS,

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P R E F A C E .

IN a work of this character, but small preface is needed, the title of the book being its own preface.

The Editor believes that in the pages of the "Boys' Modern Playmate" are found the rules and modes of playing every game which is in vogue at the present day, besides those of games which have yet to make their way, and of those which have been neglected, but will assuredly resume the position which they once occupied. For example, the simple and almost abandoned game of "Rounders" has risen to a science under the name of "Base Ball;" while such as Croquet, Football, Cricket, Lawn Tennis, and La Crosse, are given as they now exist after many years of practice have reduced their varied rules to a common standard.

Such accomplishments as Archery, Boating, Sailing, Shooting, Fishing, Swimming, Skating, Bicycling, Tricycling, and Pedestrianism, have been entrusted to Authors equally skilful in practice and theory; while the whole of the series entitled "The Young Workman" has been written by gentlemen who have been trained to their various subjects.

The department which includes Science has been executed by gentlemen who have obtained a wide reputation by their practical and theoretical knowledge; such names as Adams, Cherrill, Cooke, Drayson,

Preece, and Rowsell, being a sufficient guarantee for the excellence of their work.

The entire volume has been superintended by those who have had very many years' experience of English boys and their games, and the Editor confidently trusts that a book of this nature—original in every possible point—will supply a hitherto existing want, and become the constant companion of every one who desires to become a

MODERN PLAYMATE.





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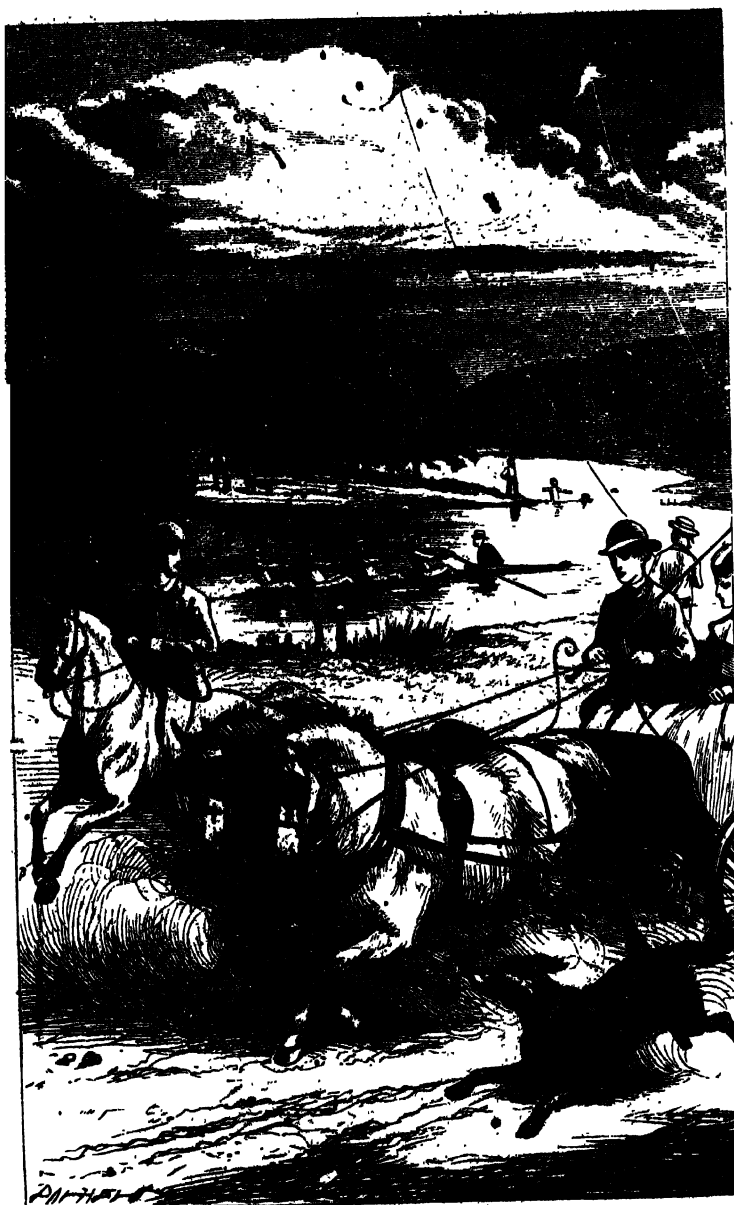
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ACCOMPLISHMENTS.

THE BOYS MODERN PLAYMATE



F. WARNE & CO.
BEDFORD ST STRAND.



MODERN PLAYMATE.



Outdoor Games.

PLAY-GROUND GAMES.

HARE AND HOUNDS.

IN playing this game one boy (or in a long course two), represents the Hare and the rest the Hounds. The hares carry with them bags full of paper torn up very small, which they scatter behind them as they run, to represent scent, and by this the hounds trace them up and endeavour to capture them. The hares, of course, endeavour to mislead them by all sorts of doubling and twistings, or by going over difficult country.

The hares are debarred, by the rules of the game, from employing all such artifices as making one or more false starts at any part of the run, and from

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returning on or crossing their previous track. 'Should they break either of these rules, or should the "scent" give out; they are considered as caught, and lose the game accordingly. They must, of course, always scatter a sufficient amount of scent to be plainly visible to the hounds. If there be two hares, they must not separate under any circumstances: for all the purposes of the game they are to be considered as strictly only one individual.

The hounds will find a little organization and discipline a wonderful assistance to them in baffling the tricks of the hare. A captain and whipper-in should be chosen, the former to lead and direct, and the latter to bring up the rear. As long as the scent is strong, the whole band will go somewhat in Indian file, merely following their captain; but when he is at fault he must sound the horn, which he carries *ex officio*, and call a halt. The whipper-in thereupon takes up his post at the point where the scent is broken, and the others sweep round in a great circle, covering every inch of ground, to discover the lost trail. Sometimes the captain and whipper-in carry white and red flags respectively, and use them to mark the points where the scent is broken.

The hares should not be the swiftest runners, or they would never be caught. Endurance, pluck, and a readiness of invention are the great points in a hare. The more he trusts to his head and the less to his legs, the better the chase. The hares are generally allowed not less than five or more than ten minutes' law, according to circumstances. They should take care to survey their ground before they go over it, or they may get themselves into all sorts of difficulties. A pocket compass will be found an invaluable companion both to hares and hounds. From twelve to fourteen miles is a good run; but some little training and practice are requisite before such a long course can be covered.

At first some considerable difficulty will be experienced in keeping up even a moderate pace; but after a time the pace will come of itself; that is, with practice, and a little care in the article of food—avoidance, for example, of so great indulgence in puffs and tarts, and similar anti-condition comestibles.

Pace is one of the first requisites for a good run, but it should not be carried to extremes: a good slinging trot of from five to six miles an hour over good ground, and something less on bad, is quite enough to try the endurance of the best runners. Above all, too much pace should not be put on at first: if there be any to spare at the finish, put it on by all means, but for the first mile or so steady going should be the order of the day.

If at the end of the day's sport a boy feels himself feverish, knocked up and unable to eat, he may be sure he is getting harm rather than good, laying up for himself sickness rather than health by his exercise. Either the pace has been too much for him, or he is not in proper condition. In the former case he must restrain his ardour for a time at least, and be content to take a little longer time over the work; if the latter, in nine hundred and ninety-nine cases out of a thousand, it will be from over-indulgence in food; and he must make up his mind either to be a little more temperate, or a little less athletic.

Many boys are under the impression that light boots are the best for these long runs; but this is a great mistake: the feet get terribly beaten on hard soil, and in mud or over ploughed fields light boots are almost worse than none at all. A pair of good solid broad-soled lace boots, with thick worsted socks, are the only wear for the feet. Short six-inch gaiters—unless knickerbockers, which are distinctly preferable to trousers, be worn—will be found a great protection, and will serve to confine the flapping ends of the trousers.

and make them play a little looser at the knee, a matter of vast importance in a long distance. One more word of advice. Let no sense of fatigue, however great, prevent your changing boots and socks at least, directly you get home. You will find it well worth the extra exertion.

PRISONERS' BASE.

Very few preliminary preparations are needed for this game. Two bases or homes must be marked out on the ground, as A B in the accompanying diagram, each large enough to contain half the players; and two similar but smaller bases, called prisons, at some distance off, as at A* and B*: a mark must also be made somewhere about the centre, as C, for "Chivy." These may all be roughly traced out in a very few minutes, accuracy in dimensions and distances not being requisite. The diagram may, however, be taken as a guide to approximate dimensions.

Two captains are chosen, and they choose their respective sides by selecting in turn each a player, until all have been chosen.

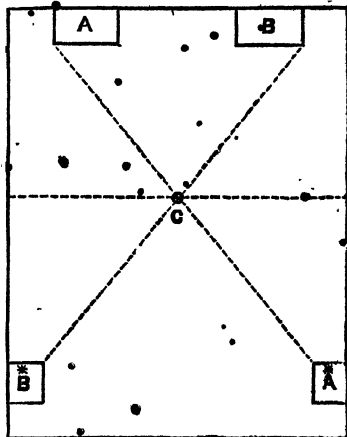
Having tossed up for homes and taken their posts, the game begins by one side sending out one of the inferior players to C, who cries "Chivy!" and then makes for home. If one of the opposite side can touch him before he gets home, he has to go to prison; if belonging to A side to A*, if to B side to B*, until one of his own side can fetch him.

The pursuing player is, of course, not allowed to chase the "chivy" unmolested, one of "chivy's" side being commissioned to pursue and touch him, and this latter becomes in his turn an object of pursuit; and thus the game waxes warm, each player pursuing and being in turn pursued.

A player may only touch that opponent who has left the home *before* himself, and can of course only be touched by him who has left *after* him. When a player has achieved a capture, he has the right of returning home unpursued,—he cannot be touched until he makes a fresh sally. The same immunity is enjoyed by those bringing home prisoners.

A player once touched gets quickly to his prison, and waits with outstretched arm the advent of some deliverer—one of his own side who can run the gauntlet of the enemy, and reach him untouched. The prisoner is required only to keep a part of his body within the prison, and, granting that, may reach out as far as he can; even with two or three prisoners, all that is required is that the connection with the prison should be touched by one, and the others may form a chain, hand in hand, with as many links as there are prisoners.

The whole spirit of the game lies in the operations for the relief of prisoners, and it is here that a good captain makes his generalship felt, marking down and cutting off the best of his opponents, until the residue cannot muster even



The same immunity is enjoyed by

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one player capable of eluding the strong body of pursuers ready to be launched after him, and thus must succumb one by one before the superior prowess of their opponents.

In some places a rule prevails that prisoners may only be released in order of their capture; but this, though it is apparently fairer for the worse players, is really a great disadvantage to them, for a good player released out of turn will soon make up for it by releasing several more—far sooner than they would otherwise have a chance of getting out.

A local rule which allows the game to be claimed by either party if they can get into their opponents' home while untenanted, is perhaps not to be deprecated where there are many players on each side; but it undoubtedly cramps the game very much where there are few.

BLACKTHORN.

Blackthorn is a very good game, but rather apt to be destructive to the clothes. A base is marked off at either end of the play-ground, leaving a space in the middle. One of the players volunteers for, or is chosen, "Fox," and takes up his position in the middle between the two bases; the rest run across from base to base, while he endeavours to catch and hold them. If he can hold one while he can count ten, it is considered a fair catch, and the prisoner becomes fox too, and assists in the capture of more—all of whom, as soon as caught, go to swell the number of foxes. Thus it will be seen that the game continually increases in life and interest up to the final capture, each capture making the passage across more hazardous.

As a general rule, the worst runners and weakest players are caught first, and the better ones only succumb one by one, overwhelmed by numbers. With so many enemies, speed alone must soon give in; but speed and weight combined will often break through a whole crowd of opponents.

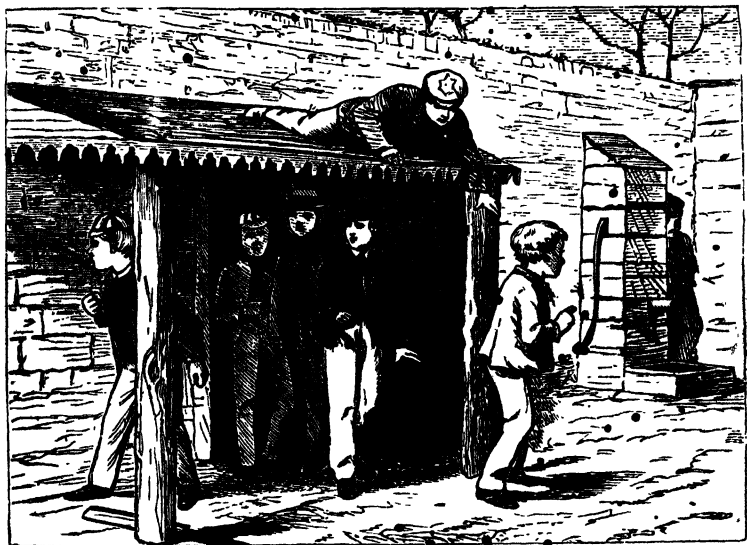
The game in many places goes by the name of "Fox and Geese," and in some is known as "King Senio." (N.B.) A player, when he has once started, is not allowed to turn back, but must cross to the other base.

FOLLOW MY LEADER.

A number of boys select a leader, who sets off with them at his heels in single file. Whatever he does they must do also; the whole game thus depends solely upon the qualifications of the leader; if he be a lad of some sprightliness and humour, the game will prove a source of considerable amusement; if he be not, and there be no such leader forthcoming, the game had better not be attempted.

It is usual to exact some forfeit from those who fail to follow their leader, and to offer some small reward to those who succeed best. One way is for each player to pay into stock a certain number of marbles or nuts. The players are ranged in line by toss before the game begins, and then after each feat those who have failed have to go behind those who have succeeded. At the expiry of the time previously agreed upon, the players halt, and share the nuts or marbles according to their place in the ranks. Thus, supposing there were ten players besides the leader, each would pay in six marbles or nuts; at the end of the game these sixty would be divided as follows: the first would take ten, the second nine, the third eight, and so on; the five that remained would go to No. 1. if he has not failed in a single trick; if, however, he has, they go to the leader.

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I SPY.

This is a game at hide and seek, and can only be played where there are plenty of nooks and corners for concealment. The players divide into two parties. The hiding party set off to conceal themselves, giving a signal when they are ready, and the seeking party remain in the home. Upon hearing the signal they sally out in search of their opponents. As soon as they see one of the hiders, they cry out, "I spy" to him, giving his name and hiding-place; he must then come out, and while the seeking party run for home, he pursues and tries to touch one or more of them; and so on with each player of the hiding party.

The player is not obliged to wait to be discovered, but may come out at any time he sees fit, of course at the risk of gaining nothing by it. He *must* come out when properly called; but if the name or the hiding-place called be incorrect, he is not bound to show himself.

If, when all the hiders have been found, they have succeeded in touching four or five, according to previous agreement, of the seeking party, they hide again; if not, the two parties change places.

This is an admirable game where circumstances are favourable, but it is greatly dependent upon a good supply of suitable hiding-places. In favoured localities there is no limit to the amusement to be got out of this game: there is so much room for the exercise of ingenuity and invention on both sides that it never palls.

The hider, in selecting his place of concealment, must bear in mind that he has not only to conceal his body from the searchers, but must be able to start out in pursuit at a moment's notice. A judicious player will often hardly

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trouble himself about any effective concealment if he can find a place from which he can burst out with advantage.

The seekers should always keep to one golden rule—to take nothing for granted—to test every place thoroughly before they trust themselves too near it, above all, before they pass beyond it; for if once cut off from the home, their case is desperate. It is a very common *ruse* of the hiding party to take advantage of the rush for home to slip into a place previously unoccupied and nearer the home, hoping thus to catch the searchers unawares; the latter, therefore, on their part, must be ever suspicious: for that a corner has been found unoccupied twice affords no guarantee that it will be so a third time. Even a place unsuitable for concealment should not be trusted in too implicitly: a crafty player will sometimes take advantage of this over-confidence, and effect a touch simply by hiding in too obvious a place, so obvious that no one dreamt of his selecting it.

The game is sometimes played with local modifications, but the most orthodox way is the one described.

WARNING.

A really capital game. A home is marked out in one corner of the playground; one of the players is chosen "Warner," and takes possession of the home; hence he sallies forth, after crying "Warning!" three times, with his hands clasped in front of him, and strives to touch one of the others without unclasping his hands. If, before he can effect this, he unclasp his hands, or be made to do so by the others pulling at his arms, he must run home as fast as he can, subject, if caught, to be compelled to carry his captor home. Once home, he is safe.

If, however, he can touch any one without unclasping his hands, they both scurry home as above, and then sally out afresh, hand in hand, after duly calling "Warning!" and try to make a fresh capture without breaking hold. After each capture they hurry home, and sally forth afresh after admitting the new comer into their ranks; thus the line of warners is constantly increasing, and the difficulty of escaping it increasing in almost equal ratio. Its very length, however, makes it not only unwieldy, but more likely to be broken in the middle; so that a player hard pressed will often make his escape by a frantic burst through the weakest part of the line. As, of course, only the players at either end have a hand a-piece at liberty, they are the only two who can touch, and this gives the runner a certain advantage in breaking through.

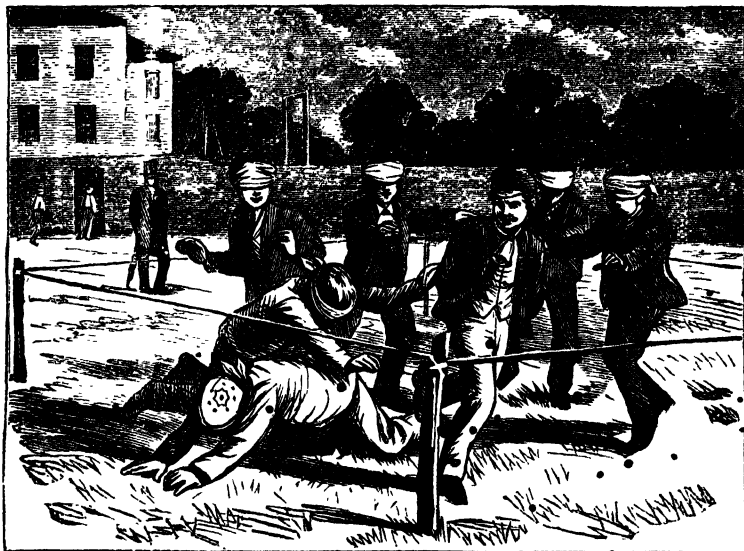
A great deal of the success of the warning party depends upon the arrangement of their men: two weak players should never, where it can be avoided, be allowed to hold hands together; a strong player should always be placed between them.

This game *must* be played within tolerably strait boundaries. The only chance of the warners is to pen the fugitives up: running them down in an open field is simply out of the question.

The warning party are only allowed to resist their opponents passively; no kicking or similar mode of offence is permissible. The first warner is generally allowed to retire after catching two or three, and the last man untouched goes warner for a fresh game.

In some parts of the country this amusing game is called "Widdy Widdy Way."

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JINGLING.

A ring is staked and roped out upon a piece of turf, and inside this the players take their places. One of them has his hands tied behind him, and carries a bell slung round his neck; all the rest are closely blindfolded. The "Jingler," or bell-man, tries to escape from the blind men; while they, guided by his bell, do their best to catch him. If the number of players be duly apportioned to the size of the ring, or *vice versa*, there is positively no end to the fun that may be got out of the game: a good jingler will lead the blind men into all sorts of scrapes, of course without compromising himself—into each other's arms, over the ropes, or over some luckless companion who has come to grief in labouring after the jingler, or a hundred other devices equally effective and amusing.

Perhaps the most absurd scenes occur when two or more blind men rush into each other's arms and grapple frantically, each persuaded that the other is the jingler, and ready to drag or be dragged anywhere rather than relax their grasp.

In a match the winner is either the jingler himself, if he can contrive to keep clear of his pursuers for the requisite time, or, if he be caught, the blind man who catches him.

Jingling matches are very popular at country feasts and fairs, and attract great crowds of spectators to see the fun.

A somewhat similar though rougher game is played in some parts of the country. A pig is substituted for the jingler, and the blind men are all armed with cart-whips. He who hits the pig gets him.

At first the players are very cautious and try to find out the pig before they strike; but they soon find that does not pay, and begin slashing about reck-

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lessly right and left, and the fun gets fast and furious: their heads and faces are protected from the blows, but the way they belabour each other, especially about the legs, is enough to make the spectator die with laughter. The utter absurdity of the whole scene is beyond description. The spectacle of ten or a dozen burly men belabouring each other handsomely in the blind endeavour to hit an unlucky pig is ludicrous enough; but when to that is added the sight of the pig himself, the Helen, as it were, of all this strife, charging in and out of the struggling throng in hopeless attempts to escape, upsetting his persecutors right and left, grunting the while his discontent and dismay, the situation becomes almost painfully ridiculous.

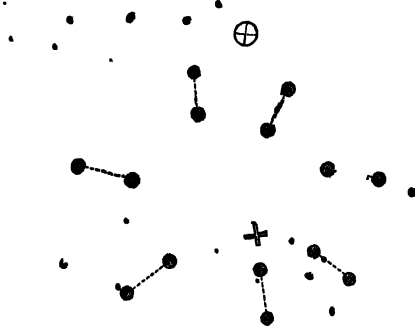
Sometimes two players strike the pig at the same time, in which case they divide his value, or come to some agreement. An umpire decides who is the real striker of the pig.

This sport is dying out fast, but may still be seen occasionally. It is not so cruel as might be thought, unless perhaps to the *men*, for the pig seems to have rather the best of it, all his sorrows being confined to the one blow that wins the game, unless distress of mind be numbered amongst his woes.

This is hardly a game for boys, even if they could muster the requisite plant of pig, whips, &c.; but it is undoubtedly very good fun for all that—to the spectator.

TIERCE.

If smartly played, this is a very good game for cold weather. To play it properly there should be at least eighteen or twenty players, who arrange themselves thus:

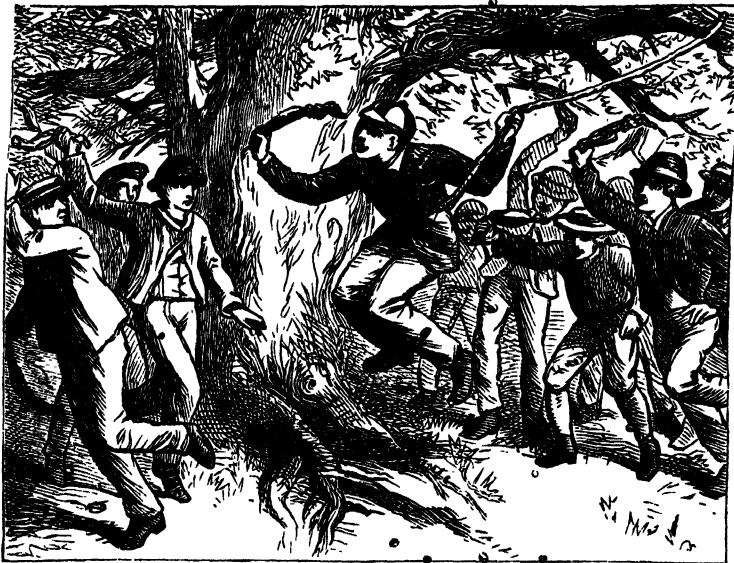


all in pairs, except one set of three, and the game is as follows: the outside player, marked *, runs round the circle, and tries to catch three or a "tierce" together in a line. If he can do this, and touch the outsider, he takes his place in the circle, and the player just touched becomes outsider.

The outermost man of the tierce, therefore, when he sees the outsider coming his way, slips from his place into the middle of the ring, and stations himself in front of some other pair at a distant point in it, thus making a fresh tierce, to which the outsider has to hasten, only, perhaps, to be disappointed in like manner.

Where there are many players, and the ring is consequently large, there should be two or more tierces, and thus the game will be made more lively by making it more difficult to avoid being caught. The game must be kept up with spirit or it soon falls tame, but with lively players it is excellent fun.

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SLING THE MONKEY.

This is a capital game, and can be played anywhere where there are trees. One player, who is chosen by lot, takes the part of Monkey, and is fastened to a tolerably high branch of a tree by a strong cord knotted in a "bow-line" loop and passed round his waist. The other players now baste the monkey with knotted handkerchiefs, and he, armed in like manner, endeavours to retaliate. If he succeeds in striking one of them, he is at once released, and the other takes his place as monkey. He must make haste in doing it, or he may be basted until he is fairly in the loop. With players who don't mind a little buffeting this game becomes exceedingly lively: an active monkey is very difficult to approach with safety, and of course gives much more life to the game.

The cord should be just so long as to enable the monkey to reach the ground comfortably under the branch. Half the fun of the game lies in actual *slinging* of the monkey, one of whose most effective *ruses* is to throw himself forward on the rope, pretend to start off in one direction, and then come back with a swing in the other.

The branch to which the cord is attached should be some considerable height from the ground, or there will not be play enough in the rope; and it need scarcely be impressed upon the reader that both rope and branch must be strong enough to bear the strain put upon them by the weight and movements of the monkey.

This is a favourite game on board ship.

DICKY, SHOW A LIGHT.

This game can only be played on a tolerably dark night, and is a kind of combination of "Hare and Hounds" and "I Spy" in the dark.

One or two players, armed with a policeman's dark lantern, undertake the part of "Dick," and start off to conceal themselves, while the rest, also with a lantern, after allowing a few minutes' law, proceed in search of them.

When the Dicky is ready, he flashes his light in the direction of the searchers and "makes tracks," while the searchers come after him in full cry. If they are at fault they may cry, "Dick, Dick, show a light," when he is bound, unless dangerously near, to flash his light; so that, if they see the light, they get a fresh start; if not, they know that they are close upon him.

A good Dick, however, will scarcely ever give them an opportunity of doing this, but will lead them, especially if he knows the country thoroughly as he ought, a regular will-o'-the-wisp dance, through hedges, over ditches, and into quagmires, without ever allowing them to catch him; flashing his light, now far, now near, now here, now there; disappearing for a moment in one direction, and flashing out again suddenly in a totally different quarter; ever leading them on, but always keeping a wary distance; or, most annoying of all, allowing them to come nearly up with him, only to find themselves brought up by some impassable obstacle—a deep river, for instance, with the Dick laughing at them from the other side.

The Dick has many advantages over his pursuers, amongst which not the least is his knowledge of their movements, while they are ignorant of his: this, as it makes mere avoidance so easy, renders it desirable to fix beforehand some not very extended boundaries within which the game shall be played; otherwise, with any very considerable area of operations, the pursuers might "whistle" for their Dick.

A Dick when hard pressed will sometimes effect his escape by turning sharp upon his pursuers and blazing his bull's-eye in their faces; before they have time to recover from their surprise, the Dick is off into the surrounding darkness, and may contrive, if favoured by the ground, to be *non est* by the time their eyes have got over the sudden glare.

Whatever time of year the game be played, all the players should be warmly clad, and the Dick should be especially careful when hiding not to lie down on the damp ground, however dry he may believe it to be: the game, however great may be its attractions, is not worth the risk of a bad cold, much less of rheumatism or a chest complaint.

There should not be too much standing about, either, when heated with running: the same liberties, it must be remembered, cannot be taken in the night as in the day-time.

FOX.

All the players are armed with knotted handkerchiefs; the one chosen "Fox" has a den marked out, in which he is unassailable.

When prepared for action, he hops out of this on one leg, with his handkerchief ready to strike; the other players immediately gather round and attack him with their handkerchiefs.

If he can strike one of these assailants with his own handkerchief, and without putting his other foot to the ground, the player thus struck is basted by all into the den; and takes fox's place, the original fox going free.

If he cannot succeed in doing this, he endures as long as he can, and then hops into his den to recruit; if, however, while outside, he puts both feet to the ground, he is at once basted back remorselessly into his den, without the power of reply.

BASTE THE BEAR.

This is a game very similar to the last; only the Bear, instead of defending himself, like the Fox, entrusts his defence to a second party.

A circle about five feet in diameter is marked out on the ground, and a rope is tied round the waist of the bear, who is chosen by lot, leaving a loose end about four feet in length. His Keeper holds this in one hand and a knotted



handkerchief in the other. Thus prepared, the bear goes down on his hands and knees inside the circle, calls "Ready!" and the game begins.

The other players baste him as in "Sling the Monkey," under the same penalties if struck by the keeper. The bear may aid his keeper in any way, so that some portion of himself remains inside the circle, and he preserves his position on all fours; he may even hold any of the players he can contrive to catch. Each bear is allowed to choose his own keeper.

In some places the bears stipulate for an extra coat or similar protection from their assailants, but that is an effeminacy to which no encouragement should be given. There is no occasion, however, for the handkerchiefs to be knotted to an abnormal degree of hardness; a little regulation in this matter would not be unreasonable.

TIG.

This is the simplest of all games. Out of a number of players one goes "Tig," and tries to catch and touch any of the others indifferently: the player so touched becomes Tig in his turn until he touches some one else. The player touched cannot touch back until he has first chased another player.

This is a capital *impromptu* game for cold weather: the running soon warms up even the most chilly. It must, however, to be played with success, be confined within tolerably narrow boundaries, or the game will become too scattered, and in consequence desultory.

CROSS TIG.

This is a mere modification of the preceding. Tig calls out the name of the player he intends to chase, and sets off after him; the other players then run across between Tig and the fugitive. Each time a player crosses between the two, Tig must leave the original chase and follow the player who has crossed, and so on, perhaps chasing in turn every individual player before he can effect a capture.

The same remark as to space holds good here as in the preceding.

TIG TOUCH-WOOD.

Another modification. A series of posts or trees is selected; as long as the player is touching one of these authorized posts, Tig cannot touch him; his only chance is to catch him while sitting from one post to another. Two players are not allowed to touch the same post; if Tig can catch two so situated he may touch the last comer, who thus becomes Tig.

The life of this game depends upon the pluck and spirit of the runners, for Tig can do nothing until they expose themselves by running. A constant interchange of posts should be kept up, or the game flags and loses its interest. It may be played either like "Puss in the Corner," with only one station for each runner, so that running can only be effected by exchanging posts, which is perhaps the preferable game; or with a number of posts in excess of the number engaged. This is, however, a mere matter of detail, to be settled by agreement before commencing.

KNIGHTS.

Two sturdy boys take each a smaller boy on their backs and engage in a mock tournament, themselves acting as horses, while the youngsters grapple and strive to unseat each other.

The real brunt of the fighting falls on the horses, upon whose strength and dexterity, much more than upon that of their respective "Knights," depends the ultimate issue of the combat. The horses may shove and jostle one another, but must not kick, trip, or use their hands or elbows.

The victor is he who gains most falls in three rounds. The game should only be played upon turf, for safety's sake; for sometimes, when horse and man go down together, the fall might prove a nasty one on hard ground, and at any time the rider is liable to be brought off backwards with a jerk, under which circumstances he will be thankful to measure his length on the soft turf, instead of lumpy gravel or unyielding pavement.



COCK-FIGHTING.

Two players are made to sit on the ground, draw their legs up, and clasp their hands together over their shins. A stout stick is then passed through under their knees, and over their arms at the bend of the elbows, as in the cut, and there they sit trussed like a couple of fowls.

• Thus prepared, the two combatants are placed face to face, their toes touching, and are left to fight it out. This they do by striving to knock each other down, each to overbalance the other without losing his own equilibrium.

Two falls out of three decide the game: if both fall it is no "round," and does not count.

As the player may not unclasp his hands even when down, he is quite helpless, and must be assisted by his friends.

This game had a wonderful run of popularity once at one of our naval ports. A foreign man-of-war had put in to refit after a severe gale; her officers of course received the hospitality of the local authorities, and one evening after mess, skylarking being in vogue, cock-fighting was introduced. This so took the fancy of the foreigners, that next day, when some of their hosts of the preceding evening went to call upon them, they found them earnestly engaged, several pairs of them, in this their new pastime, and were called upon with pride to see what proficiency they had attained in so short a time.

For the rest of their stay the game still maintained its popularity amongst them, and no doubt they carried it with them to their own home.

One authority declares that the last thing seen of her when far out to sea, was the captain cock-fighting with the first lieutenant on the quarter-deck, and the parson with the doctor; but he has always been famous for telling "a good story," and perhaps this, like most others of its class, owes something to extra embellishment.



FRENCH AND ENGLISH.

A number of players divide into two parties, each under the command of a leader. A line is marked out on the ground, and the two parties, laying hold of either end of a stout rope, try to drag each the other across the line.

Simple as the game may appear, the party which is physically most powerful does not necessarily have it all its own way; a smart captain will often make up by superior *finesse* for any deficiency of his side in strength and weight.

The two captains stand facing each other at the line, and measure wits as well as strength.

One very common but very excellent *ruse*, especially with a side somewhat over-weighted by its opponents, is to put a heavy drag on the rope, not attempting to pull up the opponents—in extreme cases even allowing them to gain ground inch by inch—then suddenly, when, flushed with success, they are unprepared, to let the rope go by the run: if this be done neatly, down they must all go on their backs in a struggling, helpless mass. The instant they are down the successful party must clap on and run away with them, which they will now easily do, clean over the line.

The success of this manœuvre depends chiefly upon the captain's seizing the right moment for its execution; but the whole of his side must obey instantly when the signal is given, or the attempt will prove futile: one hand on the rope after the others have let go is sufficient to ruin the whole affair; nothing but instantaneous and simultaneous action has a chance of success.

This game, under the title of the "Tug of War," is now a regular part of the programme in athletic sports.



LEAP-FROG.

Leap-frog may be played by any number of players, and at a moment's notice, for it requires no preparation.

One player offers to give the first "back," and stands with his back to the rest, his head bowed down and his shoulders elevated; he then stoops more or less according to the height of the back required, and the "back" is ready.

One of the other players now takes a short run, "overs" him, helping himself over with his hands, as the street boys do over a post, and running on a few yards, stops, and offers his own back in turn. The next then "overs" both, and, going on, offers his back, and so on until they have all gone over; the giver of the first back then has his turn over the lot; then all begin again as before; and thus they go on alternately "overing" and "offering backs" until the game is concluded.

A player who fails to make a clean "over" is out, and stands aside until the end of the game, he who lasts out longest being the winner.

The leaper must be careful to avoid pressing too heavily upon the shoulders of the player giving the "back," and the latter must most scrupulously avoid any shrinking or shirking at the moment the leap is attempted: the sudden failure of the expected support is nearly certain to bring the leaper heavily and helplessly to the ground, to the imminent peril of his arms and shoulders. Broken bones, or sprained and dislocated joints, are a sad termination to a game of play.

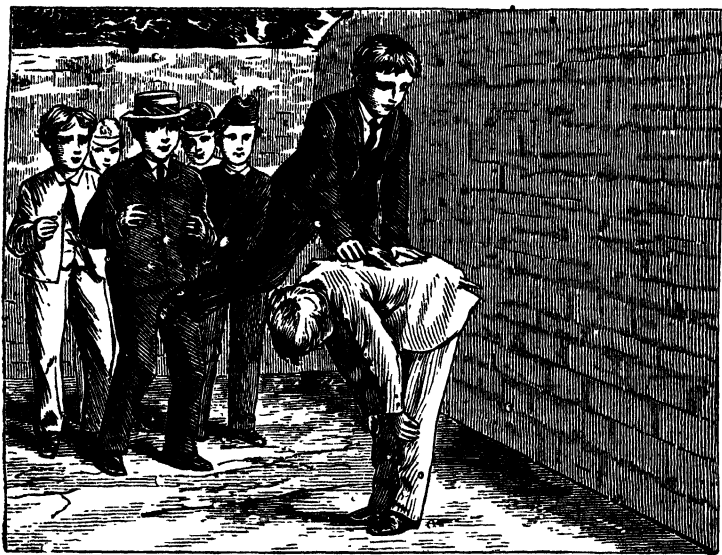
The mode of standing for offering the back varies in some places. In and near London the plan is to stand sideways, whereas in the country the back is usually turned to the jumper. The latter plan is in our estimation by far the better of the two, as all danger of knocking the head with the knee is avoided.

SPANISH FLY.

A variation upon the last ; a kind of combination, in fact, of leap-frog and follow my leader.

A player is chosen by lot for leader, and another for "first back." The leader "overs" in all sorts of eccentric fashions, and the rest are bound to imitate him, even to the minutest particular, under penalty, in case of failure, of relieving the "first back" until relieved in turn by some one else.

A leader with a ready invention may hit upon innumerable variations in the method of "overing;" such as, for instance, putting a cap on the back, and "overing" without knocking it off, or even making a pile of two or three, and "overing" without touching; taking the one cap off, and leaving his own behind—a very neat trick; throwing his cap up before "overing," and catching it after, before it touches the ground; and so on almost *ad infinitum*.



FLY THE GARTER.

Another variation. A line, or, as it is technically termed, a "garter," is marked out on the ground: the "first back," chosen by lot as before, stands a foot from the "garter," and sets a "back;" the rest "over" him in succession, springing from *inside* the "garter." He then advances one foot more, and they "over" him again as before; then another foot, and if now all succeed in "overing" him, he takes a close-footed leap forward as far as he can, and sets a fresh "back" where he alights. If they still succeed in "overing" him, the game begins again, and he starts from the "garter" afresh. If, however, at any time one fails to "over" him, they change places, and the game begins anew.

OUTDOOR GAMES.



KING OF THE CASTLE.

A good game to get warm with when there is no time for any more amusement. One player stands upon a mound or piece of rising ground crying, "I am king of the castle," and the others try to pull him down and supplant him. Any agreement may be entered into previously as to what use of the hands, &c., shall be allowed. The game works better when nothing but pure pushing is allowed—no holding or dragging.

The writer once saw a lot of lambs play this game in splendid style, using a large stone about a yard in diameter as their castle. There must have been about forty of them, and they played the game just like a parcel of boys, showing a wonderful individuality of character amongst them—some very pluck and not to be denied, some making a great parade of charging, but doing next to nothing, and others merely prancing and frisking about, and making no attempt to get on the stone at all.

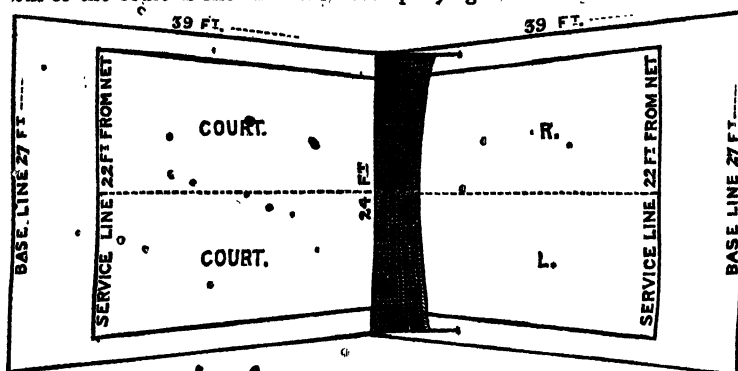
The wag of the party was a rather slightly built but wiry black lamb: he was here, there, and everywhere, all at once: at one moment gallantly storming the castle; at another scouring madly off, with a lot after him in their usually gregarious fashion; then coming back equally suddenly, with a rush and a spring clean on to the stone, driving his head into the ribs of the unfortunate king, and sending him flying over and over. After this, perhaps he would execute a war-dance on the stone in triumph, but it was equally likely that he would jump down again for another scamper, or would suddenly stand still in a meditative manner, and regard the prospect with an air of the most profound abstraction from all sublunary considerations. This game went on for weeks: the lambs never seemed to tire of it, and the black lamb kept up his spirits to the last. He went the way of most black lambs at last; but he enjoyed life to the end, and what more could he desire?

OUTDOOR GAMES.

LAWN TENNIS.

This game derives its title from the fact that it requires no court, and can be played on any lawn at a small cost for fittings. These consist of two poles, net, and a few rackets and balls. The ground is set out as follows, the dimensions being those used at Lord's. These dimensions may be varied according to the size of the ground, providing that a due proportion be preserved.

First, the two posts are set up, $24\frac{1}{2}$ ft. apart, and the net so hung that it is 7 ft. from the ground where it touches the poles, and 7 ft. in the middle. The form of the court is shown in the accompanying illustration.



The rules of the game are briefly as follows :

The players take their stand on opposite sides of this net. The player who "serves"—i.e., gives the first stroke—stands in one of the courts, with one foot beyond the base-line. He then strikes the ball over the net, so that it falls in the diagonal court, and within the server's line. After it has touched the ground, the opponent tries to strike it over the net again. Should he fail, or send the ball beyond the base-line, the first player, or "hand-in," scores fifteen. Should he succeed, and the server fail to return it properly, he adds fifteen to his own score. If he wins a second stroke, his score is increased to thirty. A third success brings it up to forty, and a fourth wins the game. If both players, however, have scored forty, the game is called "deuce," and in order to win, it is necessary to gain two points in succession, the first of which is termed "advantage." If a player, having obtained "advantage," miss his second stroke, the score returns to "deuce."

The same player "serves" throughout the game, alternately from the right and left sides of the base-line. The service may not be "volleyed," i.e., taken before it reaches the ground. The stroke is lost if the ball touch any part of a player, or his clothes, or if it be struck more than once.

This is the outline of the game. The full rules drawn up by the Marylebone Club may be easily obtained.

FIVES.

Fives may be played, in a rough way, almost anywhere: the only absolute requirements are a tolerably smooth and lofty wall, fronted by a reasonably smooth and level piece of ground. With these and an india-rubber or tennis-ball a game may be got up at almost a moment's notice.

The wall and ground require some little preparation, which need not, however, take more than a few minutes. A line must be drawn horizontally along the wall with chalk or other suitable substance, at about thirty inches from the ground; and three lines on the ground, two extending parallel from the wall, about fifteen feet apart, to a distance of some eighteen or twenty feet; and one parallel with the wall and about six feet from it. The line on the wall is called simply "the line," the two long ones on the ground "the boundaries," and the cross line "the scratch." The ball when in play must be made to strike the wall above the line, and must fall to the ground inside the boundaries.

The number of players may be two or four. As there is no material difference between the game with two and that with four players, the description of the one will do for the other; for simplicity's sake, therefore, the game with two players will be described.

The theory of the game is as follows: One player strikes the ball with his hand up against the wall above the line, making it fall beyond the scratch, and the other is then bound to meet it, and before it touches the ground a second time, to return it again to the wall for the first player to meet it in like manner, and so on alternately, only that after the ball is "served" it is not requisite that it should fall outside the scratch. The players toss up for first lead off, and the winner serves or delivers the ball as above described; if he himself is first to fail in properly returning the ball to the wall, he is out, and player No. 2 becomes server; but if the second player so fails, the server counts one towards his game, and serves the ball afresh for a new bout. The game is mostly eleven or fifteen, the former number being perhaps the more common.

The real art of the game, as in the next game, "Rackets," after the knack of striking the ball fairly with the hand is once mastered, lies in the serving. The server, as will be perceived, has every advantage: in the first place, if he fails, he only loses his turn, while if his opponent fail, he loses one to his score, which is no slight advantage, especially near the end of the game. In the next place, the server takes his own time in delivering the ball, and is left perfectly cool and collected to make it as difficult as possible to his opponent to play it, while the latter must take it as it comes, and very often be only too glad if he can get it duly back to the wall, without any consideration of the chance it may offer to the former; so that the server may often have a series of easy balls to play, while he is enabled to return them in such a manner that his opponent must strain every nerve to keep the ball up. This cannot but tell in his favour, and in this way a first-rate server will very often get the better of a much more active and brilliant, though less crafty, player.

When four play, they play two against two, and the game proceeds exactly as above, it only being necessary that the ball should be played by one of either side alternately. Usually they divide the ground between them, one of either side standing near the wall and the other well back.

It will be seen that the game is very simple in theory, encumbered by few rules, and therefore very easily learnt; it is, nevertheless, a game of the first class, and one that can be very strongly recommended to all who are fond of athletic exercises. It brings into play every muscle of the body, and from its constant variety never palls or becomes monotonous.

We would advise the beginner, unless his hands are blessed with palms of a peculiarly horny texture, to wear at first a pair of stout leather gloves until his hands have become accustomed to the work, or they will get so beaten and bruised as to be a source of much discomfort for many days after; a very

short perseverance in tolerably constant practice will soon give the hands the required measure of hardness and insensibility.

Another piece of advice, too, he will find valuable,—not to play too long or too hard the first few days. If he is in good general training he may, of course, venture further than would be otherwise desirable; but even then he will find so many muscles brought into active use that never did much hard service before, that even he must not be surprised at developing no inconsiderable amount of general stiffness the next day; and as for the unfortunate who, not being in the habit of taking much violent exercise, should go in without preparation for a hard bout of fives, words can hardly convey an idea of the extremity of soreness and stiffness to which every muscle of his body will be reduced. A little moderation, however, at first, will entirely obviate all chance of stiffness, and practice will soon inure the hitherto unaccustomed muscles to almost any amount of work to which they may be put.

Regular fives-courts are very general now wherever there is sufficient population to make them pay, but they differ from the ground above described only in a greater elaboration of fittings and detail, and so require no particular notice.

It may be, perhaps, well to add a few words upon points in the game not considered above. If the ball when served strike the wall *below* the line, or in rebounding falls without the boundaries, it is “no ball,” and the opponent need not take it, and it must be served again.

If one player in playing at the ball is obstructed by the other, and the ball is let fall, there is no score, and the ball is called a “let ball,” and served afresh. If the ball in the course of play falls without the boundary, the striker pays the same penalty as if he had missed it. In some places the server delivers the ball under the same conditions, but the rule given above is the more general. In any case an agreement should be come to beforehand, in the matter.

A bat is sometimes used instead of the hand, and the game is then called “Bat-fives,” but the hand game is the more common.

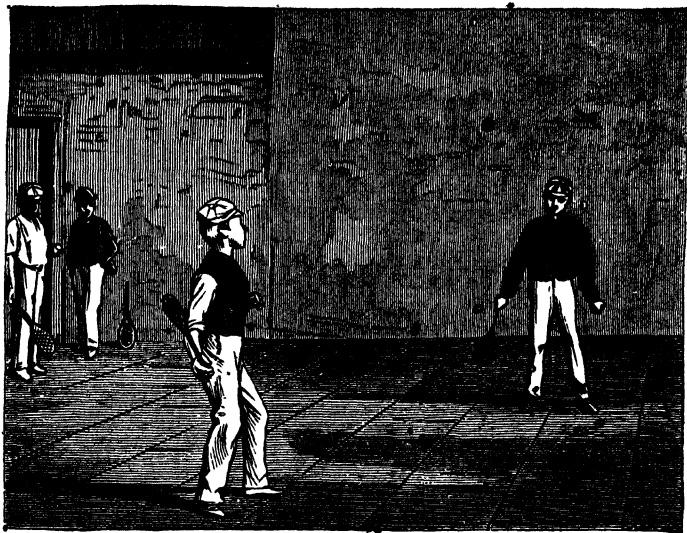
RACKETS

This is a game very similar to the above; indeed, it is in all its leading features, its rules and general theory, almost identical. The only variations arise from the use of a racket instead of the hand, which necessitates an increase in the size of the court in which the game is played, and some slight modifications of the rules. Rackets *may* be played in the open air, like fives, an enlarged fives-court answering the purpose very fairly; but the game is generally played in a specially constructed court, which is indeed absolutely necessary for the development of the full beauties of the game.

The ball used in rackets is smaller and harder than that used in fives; it barely exceeds an inch in diameter, and is as hard as the nature of the materials will allow, the two qualities specially required of it being that it shall be perfectly spherical and shall possess extreme elasticity.

The bat, or racket, must be familiar to most of our young readers; those, however, who are unacquainted with its shape and construction will find it accurately figured in the accompanying illustration. The cross network is composed of strong gut, and the total length of the bat is about thirty inches.

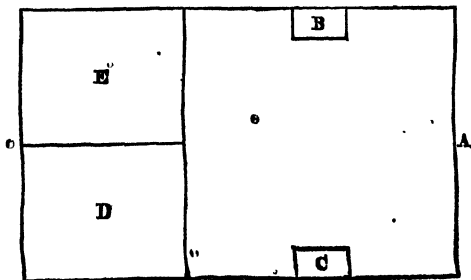
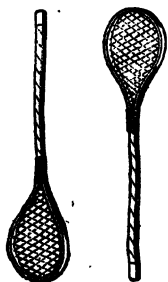
The wall against which the ball is struck is marked out as in fives, with the addition of another line about ten feet from the ground, above which the



ball must strike when served. The floor is marked out into five divisions, as in the accompanying diagram, which will be fully explained below. There is usually a kind of gallery at the back for spectators and the marker. The walls should be covered with a smooth hard plaster, and the floor should be of some firm concrete and perfectly level, and both floor and walls should be painted *black*, as a background for the white ball, which even at the best it is often hard enough to follow.

The players may be either two or four. When two play, having tossed for the lead off, the server stands in the small compartment marked B, while his opponent takes his stand in the large one marked D. In serving, the ball must be made to strike the wall at A, above the upper line mentioned above, and must fall *within* the compartment D.

If the player in D succeed in hitting the ball at the first hop, and driving it



fairly back to the wall, striking above the lower line, the game goes on, each striking it alternately until one fails, the ball now being only required to strike the wall above the lower line, and being quite unrestricted as to the place where it takes the ground. If the server fail, he loses his turn, and his opponent takes his place; if the second hand fail, the server counts one to his game, which is reckoned in all things just as in fives. The serving takes place alternately from B and C—the second hand standing at D for B, and E for C.

The ball may strike the side and end walls either before or after striking the playing wall at A; but the roof and the gallery, if there be one, are considered out of bounds, and count to the striker for a miss. A good player makes great use of the walls, and will utterly confound and bewilder the novice by driving the ball into corners, where it either flies about in the most incomprehensible manner or falls most disappointingly dead to the ground. Thus it will be seen that in rackets more even than in fives a player's real strength lies chiefly in the power of serving a series of difficult or actually impossible balls.

There are many other "dodges" which a good player practises, which time would fail us to enumerate, and which, indeed, hardly come within the scope of these short notices, which are not intended as exhaustive treatises on the various games for the use of experts, but as an introduction to their theory and practice for the use of learners and unformed players.

The young reader will find it will take all his time to become expert even at the simple straightforward game, and will certainly only retard his progress if he attempts the refinements of the game before he has mastered its first principles.

One trick of the racket may, however, be mentioned as not very difficult to acquire and yet extremely valuable in play. By a quick action of the wrist as the ball takes the racket, drawing the network across the ball, a very considerable spin or bias may be imparted to it, which will cause it not only to fly off the walls at unexpected angles, but to prove so erratic in its rebound from the ground as to put all calculation at defiance and baffle the most expert player.

The first thing a beginner has to learn in handling a racket is to stand far enough away from the ball; it is the almost invariable fault of a novice to get too near for fair striking. The second, perhaps, is to keep cool and not be in too great a hurry to strike. This is perhaps a too common fault with most players; they fly about and dash frantically at almost every other ball; whereas a really fine player, as a rule, takes the ball as late as possible, and hardly ever seems to be in a hurry, generally taking the whole affair with the most provoking calmness and deliberation. To this point of perfection, however, it is only given to the few to attain—we point it out as the real standard of excellence.

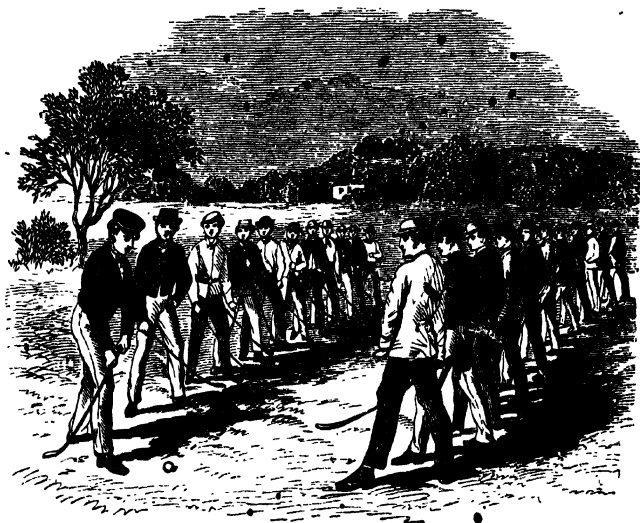
Some attention to dress is necessary: light flannel jersey and trousers, and canvas shoes, is the regulation dress. Ordinary cricketing habiliments will do for the first, and any pair of close-fitting light shoes or slippers will do for the second; but the regular shoes are very inexpensive, and need not be a cause of alarm at home. Ordinary boots and shoes with thick soles and heels are simply inadmissible; first, because they would cut the paving of the court to pieces; and secondly, because they are sure to bring their wearer to grief sooner or later, by slipping up and letting him down after a fashion to which a heavy fall on the ice is mere child's play, and to the imminent danger of breaking half the bones in his body.

OUTDOOR GAMES.

The racket is very liable to warp, and so to play untrue; it should always be kept, if possible, under a weight. When a racket has warped so much as to become troublesome, it can always be restored by being pressed in a frame made for the purpose; but a little care will render this unnecessary for a long time.

HOCKEY OR BANDY.

This is perhaps, next to football, the best of our open-air winter games, and is strongly recommended to our young readers, as a very efficient substitute for that nobler sport. The spirit of the game is pretty much the same as that of football, the object being to strike a ball through a goal marked by two



uprights, the principal difference being that the instrument of propulsion is a stick instead of the foot, and that the ball is smaller and of a different make.

The game *may* be played by a very few, but at least six or eight are necessary to give it any real interest. From ten to a dozen on a side can play with advantage if the space be not too confined; but a game with only six or eight on a side gives more room for individual skill, and is therefore preferable. Under all circumstances a *crowded* game is to be avoided, for the game then ceases to be a contest of skill, and degenerates into a mere chance medley, in which all refinement of play is rendered impossible by the sheer press of numbers, and brute strength and reckless hard pounding bear down all opposition. Another objection may be mentioned—of more weight, perhaps, with parents than with boys themselves, but which the latter might well take into some consideration—that is, the extremely dangerous nature of the game thus played.

OUTDOOR GAMES.

In the midst of a grand scrimmage, where a score or so of players are plying their hockeys vigorously in the confined space of a few square yards, it cannot but be that some blows more or less awkward must be inflicted upon the heads and faces of those engaged. Broken limbs may be set, and their owner be little the worse, and as for injured shins, of them a schoolboy reckons not at all; but the head and face are by far too critical portions of the frame to be rashly imperilled. With only six or eight on a side accidents of this kind are almost unknown, and all that a player has to guard against is an occasional rap over the shins; and even for that he will only be indebted to his own clumsiness.

The game is played with a solid india-rubber ball from two to two and a half inches in diameter; and the players, each with a hooked stick or "hockey," take opposite sides, and try to drive the ball through each other's goals.

The goals, which should be marked each by two poles about ten feet apart and eight feet high, with a cord joining their tops, may be placed at from eighty to a hundred yards apart, and boundaries should be marked at the sides by flags or posts as in football, leaving a space between of about forty yards. To put the matter more exactly, the ground for a game with a dozen on a side should be about a hundred yards long by forty broad, while for numbers less than this it should be proportionately contracted.

There is much variety of opinion as to the best form of hockey-stick, nearly every player of any pretensions having his own fancy; but all kinds of hockey may be classed under two heads—those with a small hook and those with a large one, the difference between them being much the same as that between a rapier and a cavalry broadsword. As may be supposed, the better players mostly prefer the lighter and more wieldy though less powerful weapon, just as a first-rate fencer would prefer a light straight sword to a cutlass.

In choosing a hockey, the young player should be careful not to overweight himself: all the real work of the game is done by pure *wrist-work*; the hockey, therefore, must not be of a greater weight than he can easily manage. The heavier and long-hooked hockeys are generally employed to make up by mere weight and size for the deficiency in address of their owners—the long hook makes it almost impossible to miss the ball, and the great weight is of itself sufficient to drive the ball, however clumsily it may be handled. Of two-handed hockeys, the less said the better: they are only serviceable in crowded games, and there they are so dangerous that their use ought to be prohibited. Certainly in a close scrimmage, a big two-handed hockey, wielded by competent arms, will hew its way through the fray in a most marvellous fashion, by mere weight of metal driving the lesser and slighter sticks before it like very reeds; but when Greek meets Greek, when two-handed hockeys are opposed to two-handed hockeys, then comes the tug of war indeed, very exciting, but apt, indeed almost certain, to entail a considerable number of casualties both to the sticks and to their owners.

With a good player the hockey is scarcely ever lifted above the shoulder, the ball being driven along by a succession of taps, and is guided in and out between the opposing ranks of hockeys by the mere action of the wrist; and it is only occasionally, even where it is necessary to drive the ball, that the stroke is made with the full sweep of the arm. With this style of play it is evident that *no* risk is incurred of receiving or inflicting serious injury.

But with really heavy sticks wrist-play is impossible: they can only be wielded to any purpose with the full sweep of the arm, and thus introduce an

element of danger which would not otherwise exist. In a game with from six to a dozen on a side, and light one-handed hockeys, which is the really scientific game, the danger may be set down as *nil*; but if there be twenty or thirty on a side, with two-handed hockeys, the chance of untoward accidents becomes a matter of very serious consideration.



For these and other reasons which he will soon discover for himself, the young player will do well to adopt the lighter and short-hooked hockey, as figured, rather than any other.

The hockey should be of some tough wood, ash perhaps for preference, and should be well seasoned before use; its length should be a little more than is necessary to reach the ground with comfort when grasped by its upper extremity; that is to say, when in play there should be a couple of inches or so left above the grasp.

The rules of the game are few and simple; those for play are as follows:

1. The choice of goals shall be decided by tossing, and the side winning the toss shall start the ball from a spot ten yards in front of their goal.
2. The ball may only be *played* with the hockey; it shall, however, be lawful to stop the ball with the body or legs, but not with the hands.
3. A goal is gained when the ball is *played* through between the posts and under the cord by the opposing party, or in any way passed through by the side owning the goal.
4. No player may strike the ball backhanded; in every case the player must play facing the opponent's goal.
5. A player is not permitted to loiter near the adversary's goal, but may be required to retire, while not playing at the ball, to a distance of at least twenty-five yards.

These rules, if honestly carried out, will be found amply sufficient for all the purposes of the game. There are some local varieties, but in the main the game is much the same all over England. The rule against the use of the hands is in some places not enforced, and the method of starting varies much. With regard to the former, we can only assure our young readers, from much experience, that it is on the whole a mistake; and for the latter, so long as the ball gets a fair start, it is of no material importance what is the precise method employed.

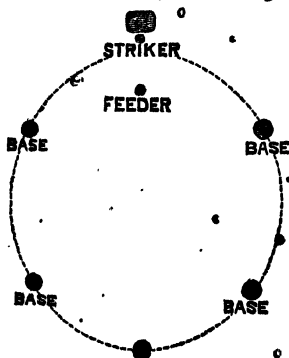
In some places attempts are occasionally made to make it illegal to run the ball along in the manner commonly called "sniggling"—a term that every schoolboy will understand—fortunately mostly without success. It is in this "sniggling" that the whole *science* of the game lies, and the attempt to suppress it is generally nothing more than the unreasoning and unreasonable protest of the herd of "duffers" against the one or two skilled players, with whom they feel themselves unable to cope in skill and address, and so try to reduce them down to their own dead level of mere undisciplined muscularity.

OUTDOOR GAMES.

The game of hockey has fallen much out of repute of late years, partly through the immense advance in popularity of cricket, and football, and other athletics; but chiefly, it is to be feared, from the introduction into the game of a too savage and reckless style of play, by which so many serious accidents have been brought about, that the authorities have become shy of encouraging a game in which teeth and eyes run no small danger of being knocked out, and face-wounds leaving permanently disfiguring scars are not unfrequent. It is, however, such a thoroughly good game, and, under the conditions above indicated, so perfectly free of all danger, that it *ought* to occupy, as we said above, a place next only to football; and we shall consider the space here allotted to it well bestowed, if it induce only one or two of our larger schools to take it up in earnest, and place it on the list of recognized games. We see no reason why hockey matches should not take the same place in winter that cricket does in summer. Football rests under the disadvantage of having no generally recognized code of rules, and is, indeed, such a radically different game in various localities, that inter-school matches are few and far between. Different schools, moreover, are not so wedded to their own systems as in football. But hockey, wherever it is played, is almost identically the same, the divergence of practice in the various centres of the game being so slight as to be quite unimportant, and therefore inter-school hockey matches could be arranged and carried out almost as easily as in cricket. It is a comforting reflection to an enthusiast in hockey, that it is not an impossibility, perhaps not an improbability, that this game may, before the end of the next decade, assert its proper position amongst our school games. It is by far too good a game to be suffered to pass into the limbo of forgotten sports; a destiny that seems in store, if the experience of the last five and twenty years be any guide to the future, for many of our national games; and indications are not wanting that, unless hockey gains a fresh lease of popularity, this is indeed the end that awaits it, and that at no late period: which may the Fates avert!

ROUNDERS.

This is a very interesting game, not difficult to learn, yet offering ample opening for almost any amount of personal skill and address. Its requirements are not numerous, a ball being the only thing absolutely indispensable, so that it is a capital game to get up at short notice, when time and circumstances make the more set games, such as cricket or football, out of the question.



The ground may be conveniently prepared as follows: The home is marked out by four sticks or stones, or by a line scratched on the ground, and the five bases are marked, at a distance of about fifteen yards apart, each by a stick or stone. The players, having now divided into parties, toss up for innings, the winning side takes possession of the home, while the rest go out into the field. The captain of the outing side, having disposed his men in the field according to their several abilities and the require-

ments of the game, takes the ball, and, places himself as feeder, in readiness to throw the ball to, or "feed," the successive strikers of the inning side. All being thus arranged, the game commences by one of the inning side coming to the front of the home, in readiness to strike the ball as it is "served" to him by the feeder. Sometimes the ball is struck with the hand only, but this can be recommended only when nothing better is immediately available. The more common practice is to use a short bat, similar to that used in trap-ball, and sometimes a cricket stump is employed. Of all these the cricket stump is perhaps the best: the use of the bat, since it makes it almost impossible to miss the ball, deprives the game of much of its interest; yet the stump, unless all the players be proficient, is open to the opposite objection of making the game too difficult. The kind of bat that best suits the requirements of the game is something between the two—a round stick like a constable's staff, from eighteen to twenty inches in length, and from two to two and a half inches thick, thinned down at one end into a handle. This is technically named a "dogstick."

Armed with this, the several members of the inning side present themselves in succession in the front of the home to receive the ball from the feeder. Each striker is allowed to pass by as many balls as he likes without striking, until he gets one that suits him; if in striking he miss it, or tip it behind the home (*i. e.*, behind the front line), or if it be caught by one of the field before touching the ground, he is out, and stands on one side; if, however, he succeeds in hitting it safely away, he throws down the bat and runs for the base nearest to him on his right, and thence, if he has time before the ball is thrown up, to the next, and so on, striving, if possible, to get completely round and home again before the ball is fielded and returned. If he succeed in doing this—in getting a *rounder*—his side scores one towards the honours of the game, the side scoring most rounders in an innings being considered the victors. If, however, while running between the bases he is struck by the ball, he is out, and stands on one side as before.

When all the inning side but two are thus out, they may call for "rounders." The better player of the two then takes the bat, and is allowed three chances at the ball for the "rounder;" that is, he is allowed to strike three times at the ball instead of only once, and may make his own choice as to which he will run for. Having once run, he must accept all the chances of the game as before. The "rounder" is not allowed unless the run is made clear. If the ball be sent up and put in the home, or if the runner be hit by the ball at any part of his passage round—the bases afford him no protection—then the inning side is out, and the outing side take their place, and the game proceeds as before. If, however, the "rounder" be achieved, the whole of the inning side are in again, and have a fresh lease of the bat, and so on until their opponents can finally dispose of them.

With accurate and hard hitting on the inning side, and active fielding on the outing, this is a very exciting and interesting game. The striker has little to do but to hit the ball forcibly away in that direction where the field is most open; it is in the fielding that the real art of the game lies: a strong party out in the field will leave their opponents but a short lease of the bat, and "rounders" will be scarce indeed.

A fieldman, besides looking out for a catch off the bat, must be always on the alert to back up when the feeder or another fieldman is having a shy at the runner; this will not only save many "rounders," but will in many cases

be the occasion of getting out a runner who would have otherwise escaped: the thrower, too, will throw with all the more accuracy and precision that he is not nervous about the consequences of missing. As in cricket, the ball when thrown up should be returned hard and sharp to the feeder, without any hesitation or dallying.

The runner is not allowed to leave a base and return, except he leave it before the ball is out of the feeder's hand. If so, he must return to it, subject to the chance of being hit by the ball, and so being put out; and in running from base to base he is not allowed to deviate—that is, of course, within reasonable limits—from the straight line between the bases. His clothes are considered part of his person, and therefore if the ball strike them, even if it be a loose part of his jacket, he is out. This is often a matter of dispute where the rule, which is the only possible one, is not clearly understood beforehand. Of course, no fieldman may in any way, or under any pretence, obstruct a runner in passing from base to base.

As the ball has to be thrown at the players, it must not be hard and heavy like a cricket ball; nor, as it has to be driven by the bat, must it be too soft and light; those white leather balls, about an inch and a half in diameter, which are sold in the shops under the name of tennis balls, are about the best for the purposes of this game. There should not be too many on a side, or the game becomes tedious: from six to nine or ten on a side will be found most suitable.

TRAP-BALL.

This is a game that used to be very popular in some parts of the country, but, like so many others of our old national games, it has fallen latterly into disuse, and is very seldom seen now, even amongst boys. It is, however, by no means a bad game, as it gives quite opening enough for skill to make it interesting and worth playing. The players divide into sides—two can play; but sides of four or five each make a better and more lively game: one side handles the bat, while the other goes out into the field.

The apparatus required are a ball such as described above in "Rounders," a short bat, like a small cricket bat, and a trap in the shape of a shoe, having a tongue or trigger hung on a pivot, with one end shaped like a spoon to hold the ball. (See cut.)

The inning side handle the bat in succession, and try to score as many for their side as they can before they are put out, an event which the outing side endeavour to bring about as soon as possible.

The game is played thus: The striker, bat in hand, stands in readiness by the trap, with the ball in it, and touching the lever end of the trigger with his bat, causes the ball to fly up in the air: this he hits hard away into the field. If he miss his stroke, or if he strike the ball outside certain boundaries marked out on either side, or if one of the fielders catch the ball before it touches the ground, he is out, and the next player takes his place.

If none of these happen, the fieldman who stops the ball bowls it towards the trap, which must be brought round at right angles, so as to give a fair shot. If he succeed in hitting it, or in bringing the ball to rest within one bat's length of it, the striker is out. If, however, he fails in doing this, the striker measures the distance with his eye, and calls a number of bats' lengths: if upon measurement this number proves to be within the actual distance, he

OUTDOOR GAMES



scores it towards his game but if it exceed it he is out, and makes room for the next.

When all the players of one side are thus out, the sides change places, and when each has played out its innings, the respective scores are added up, as in cricket, and the highest score wins the game.

In some parts of the country, Essex and Suffolk for example, a cudgel or bludgeon is used instead of the bat, but the game is essentially the same in all other respects as that described above.

° In some parts of England the place of the trap is taken by a piece of wood shaped like the trigger of the trap, and placed in a little hole beaten in the ground by the bat. The piece of wood is called the "splent;" and much skill is needed in shaping the hole properly, so that the ball may rise fairly.

KNURR AND SPELL.

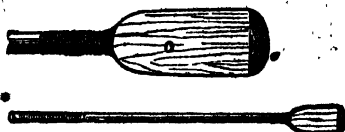
This game, otherwise known as Northern Spell, is only to be seen in the northern counties, and is hardly known even by name in the southern parts of the island. It is a very simple game, and does not offer many difficulties to the learner, who, if he have a good eye and a ready hand, may easily and quickly acquire even considerable proficiency in it. It is wanting, however, in the interest of personal antagonism; the whole gist of it lies in driving a ball in a given number of strokes over as many yards of ground as possible. As each man tries his hand in turn, quite independently of his opponent, and takes his own time, being as leisurely as he sees fit, it becomes too cold-blooded an affair to excite much enthusiasm even in the players themselves. In the north, however, it has a certain popularity.

Any number may join in the game, but it is essentially a contest between individual players. The requisites for the game are a bat, a trap, and a ball. The ball about one and a half inches in diameter, is made either of wood or of white porcelain, the latter being, perhaps, preferable. The trap is the same

as that used in "Trap-ball," but a piece of wood this shape is often employed:



SUBSTITUTE FOR TRAP.



BAT.

and answers the purpose admirably. The bat consists of a piece of wood like a half-pint bottle split longitudinally, firmly attached to a long handle of stout cane; this handle varies in length from four to five feet, according to the height of the player.

The player, holding this bat by the extremity of the handle in both hands, touches the trigger, and whirling the bat round his head, catches the ball in the centre of his bat, if possible, and drives it far afield. The spot where the ball pitches is marked down, and its distance from the trap measured—in a regular match by a long cord knotted off into yards, but in ordinary games in any rough-and-ready way that happens to be most convenient. His opponent then tries his hand, and so on alternately, until the agreed number of strokes have been made; the number of yards each has covered are then added up, and he who shows the highest total is declared the winner.

A good player will drive the ball to a most astounding distance, more by knack, however, than by brute force. This knack is, to a certain extent, not difficult to acquire by practice and personal instruction, nor is considerable proficiency beyond the reach of even ordinary capacities; it is, however, quite indescribable on paper, and therefore the learner must, if instruction be unattainable, even set to work and acquire it for himself.

One piece of advice, though, may not be misplaced; that is, to hit *high*: when a stone or ball is to be hurled to any distance, it is wonderful how few give the missile sufficient elevation. The elevation that gives the best results is an angle of 45° with the plane of the horizon, and this angle may be roughly ascertained thus: Stretch out the arm at right angles to the body, then lift it straight above the head, now let it drop to a position exactly midway between these two positions, and you have the angle required. Hit your ball up at this angle—never mind its looking like sky-scraping—and you will get as much out of each hit, even to the last foot, as is possible.

PITCH STONE.

This is a very good game to play along a country road or across a common, where other objects of interest are not plentiful, and when it is not a matter of importance to get over the ground very rapidly. It is a game only for two, and is played as follows:

Each player arms himself with a roundish smooth pebble: one of them leads off by throwing his pebble forward some ten yards or so, and the other tries to hit it with his own; if he succeed, he counts one towards the game—which is mostly eleven, but may be any number previously agreed upon—and the first player has to lead off again; if, however, he miss, the first player picks up his stone, and standing where it rested, takes aim at the stone of No. 2,

and so on alternately. Accuracy of aim is almost the only point in which special skill can be displayed.

In pitching his stone, the player must take care to do so with sufficient force to carry it, in case of missing, well beyond the one he is aiming at, or he will give too good a chance to his opponent. There is a game very similar to this played with marbles, which is very popular still in some parts of the country.



DUCK STONE.

A very lively game for any number of players from four or five to a dozen. Each player procures a smooth, somewhat flattened pebble, and a large stone about ten inches or so in diameter, with a flat top, is set up to serve as "mammy." A "home" is marked out about ten yards or so from the "mammy," and from this the players "pitch for Duck," that is to say, they try to pitch their pebbles as near to the "mammy" as possible: the one who makes the worst shot goes "duck." He puts his pebble upon the "mammy," and the rest of the party in succession stand at the home, and endeavour to knock the "duck-stone" off the "mammy."

So far there is not much life in the game, but the player, having pitched his pebble, has to get it back again for his next shot: the instant he touches his stone he lays himself open to be touched by the duck, in which case he has to take duck's place; duck, however, has this power of touching the other players only as long as the "mammy" is crowned—that is, as long as his pebble rests on it—so that the displacement of this is the signal for a general scurry homewards, and duck must be very quick in replacing the stone, to get even a chance of touching one of the players.

When the players are well matched this is a very lively game, and all sorts of arts are employed on both sides, on the one side to effect a safe retreat, and on the other to cut it off. As a general rule the duck should stand near the "mammy," ready to replace his stone in a moment; he will also find it a good plan to devote his attention, not, of course, too openly and exclusively, to those who have pitched some way beyond the "mammy:" he will be nearly certain, sooner or later, to cut one of them off on his way home. If the play is at all good, he must not reckon on too much spare time in catching a fugitive, or perhaps—and this is not at all uncommon—just at the critical moment, as his hand is stretched out to effect the "touch," away will fly his stone, and he will have to return ignominiously to replace it. If the place in which the game is played be of any extent, it is well to confine it within arbitrary limits, or it loses all its life: if a player may run to any distance laterally, it is almost hopeless for the duck to touch him before the "mammy" is discrowned. The best way is to mark out boundaries at the sides and ends, about ten yards distance each way from the "mammy," making it, in fact, the centre of a square, twenty yards each way; this will be found to afford ample room, but will not be too wide to give the duck a fair chance. If a

OUTDOOR GAMES

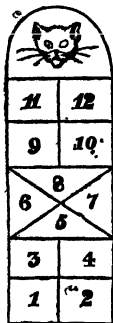
runner, in trying to elude the duck, overpasses either of these boundaries, except into home, he is considered to have been touched, even though, at the moment of doing so, the "mammy" be discrowned, and must change places with duck accordingly.

NINE HOLES.

Strictly, this game should be played by nine players, and nine only, but the actual number is not material to the spirit of the game, and the number of holes may be modified at will, to suit the number of players. To play it, nine holes, about six inches wide and three deep, are dug near a wall, and a line is drawn opposite these at a distance of five or six yards. Each of the players takes one hole, and one of them, standing at the line, pitches a ball, which should be similar to the one described in rounders, into one of these holes. The player to whom the hole belongs snatches the ball out and throws it at one of the others, who have meanwhile scattered in all directions. If he hit him, the player just struck becomes "pitcher;" if he miss him he loses one, and himself becomes "pitcher." When a player has thus missed three times, or technically has "lost three lives," he is considered "dead," and stands out until the conclusion of the game. The winner is he who holds out to the last. Caps are sometimes used instead of holes, and serve the purpose equally well, though perhaps they would be better on the heads of their respective owners.

HOP-SCOTCH.

This is very good practice for balancing the body and acquiring steadiness on the legs. Chalk or otherwise mark out on the ground a figure like the accompanying diagram, on a scale of about four feet to the inch.



Not more than two or three should play at one figure, or there will be too long a time between the turns. The players "pink" for first turn, that is, they pitch the stone or piece of tile with which they are going to play at the cat's face at the rounded extremity, sometimes also called and drawn as "the pudding." He who gets nearest leads off.

Standing at the square end, he throws his tile into compartment 1, hops in and kicks the tile out—still hopping—to the starting-point. He next throws the tile into No. 2, hops into 1, thence to 2, and kicks the tile out as before. He next goes on to 3, and so on until he reaches 8, which is called the "resting-bed;" having reached this he may rest himself by putting his feet into 6 and 7, resuming his hopping position, however, before he goes on with the game, in which he proceeds as before. Until he reaches the "cat's face" or "pudding," he may have as many kicks as he likes in kicking the tile out, but when he reaches that he must kick it through all the other divisions at one single kick, the successful achievement of which crowns the game.

If the tile be pitched into a wrong number, or rest on one of the lines, either in pitching or kicking, or it be kicked over the side lines, the player loses his innings; if he put down both feet while in the figure, except at the resting-bed, or set his foot, in hopping, on either of the lines, he suffers the same penalty. Some players who are particular, and cultivate the refinements of

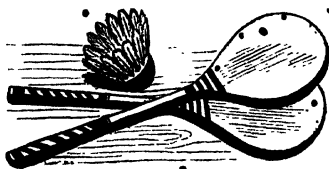
BATTLEDORE AND SHUTTLECOCK

the game, are in the habit of using a circular disk of lead, instead of the usual irregular, and therefore uncertain, piece of tile.

BATTLEDORE AND SHUTTLECOCK.

This game must be so thoroughly familiar to all our readers, nowever young, that there can be little need for prolonged comment. It may be played by one person or several, but the single-handed game is apt to become very tedious and uninteresting, however ingenious the player may be in varying his style of play. To get any real amusement out of the game at least two should play.

The whole art of the game consists in keeping the shuttlecock in the air as long as possible. As a stimulus to extra exertion it is well to set a number as the standard of attainment, counting one for each flight from the battledores, and try to keep up the "cock" until you have reached it. Two good players will not find five hundred too many for them, but at first even twenty will be found



a long figure. The more players there are the more difficult does it become to keep the cock up.

If the game be played with any spirit, it will be found to afford very good exercise, and will prove very good training for other sports of a more advanced character, such as rackets and fives and the like.

The best kind of battledores are those called "drum," with parchment heads. The shuttlecock should be rather long and the feathers not too wide-spread, otherwise it is apt to be slow of flight, and to require very hard hitting to drive it at all.

The Chinese are great adepts with the shuttlecock, only with them the cock is driven by the upturned sole of the shoe, instead of with a battledore as with us. The players stand in a ring, and each as the cock comes to him spins smartly round, catches it on the sole of his shoe, and so passes it on to his neighbour.

TIP-CAT.

This is played with a cylindrical piece of wood, about five inches long, sharpened at both ends, as in figure, and a *bâton* or stick. A small ring is marked out on the ground, and at a distance of about twelve feet from it is drawn a line called the "offing."

Two players toss up for innings, the winner taking the stick and stationing himself by the ring, while his opponent stands at the scratch or offing, and tries to pitch the "cat" into the circle. If he succeed, the first player is out and takes his place at the scratch, and becomes "pitcher," while the pitcher in his turn takes the *bâton*. If, however, he is not successful in his cast, that

OUTDOOR GAMES.

is, if the whole of the cat does not rest within the ring, the first player proceeds as follows: He stands by the cat, and tipping one end of it smartly with his *baton*, causes it to fly up in the air, and then hitting it while in mid-air, drives it as far as possible. If the cat, or any part of it, rest on or over the ring, he is allowed only one turn at the cat, but if it be altogether outside, he is allowed three. Having struck the cat as far as he can, he measures with his eye its distance from the circle, and calls a certain number of sticks. If on measuring the distance it prove to be less than so many sticks' lengths, he is out, but if more he scores the number called to his game, and the cat is pitched to him again as before.

In some places the measurement is made by close-footed jumps, but this is not so certain as the other method by sticks, and it possesses the further disadvantage, too, of leaving a great opening for sharp practice if either party is so disposed.

If the striker is hitting at the cat while in the air miss it altogether, or if the cat be caught by his opponent, he is out, and loses his innings. After each player has had two innings, or any other number previously agreed upon, the scores are added up, and the larger wins.

There are several other ways of playing tip-cat in vogue in various parts of the country. One way is for the striker to stand in the midst of a large



ring some ten yards in diameter, and tipping the cat from thence, strike it as above. He is liable to the same penalties as before, with this in addition, that the cat must be hit over the ring, or it counts as a miss and he is out. If he strike the cat fairly beyond the ring, he counts the game as before; the distance being reckoned from the centre of the circle, not the circumference, as before.

A third method requires at least eight or ten players: these divide into two sides, and four or five bases, according to the number on a side, having been marked in a circle, one party takes the field, while the other, each armed with a *baton*, station themselves at the several bases. One of the outing side now, standing at a scratch marked opposite one of these bases, and about three yards from it, "serves" the cat to the player at the nearest base, who strikes at it, subject to the same conditions as in rounders, which game, by the way, this method very much resembles. Directly the cat is struck or even tipped, the whole "in" side run from base to base, keeping their right shoulders inward, and continue to run as long as they consider it safe to do so. Every base they thus make counts one to their score. The striker is *out*, and with him the whole side, if he miss the cat, if he tip it behind him into the circle, if it be caught by one of the fieldmen, or if while a player is running the cat be thrown between the base he has left and the one he is making for.

Tip-cat should always be played with caution, and *never* where there are many people about. It is impossible to keep the cat under as perfect control as one can a ball: at any moment it may fly into the face of a passer-by, and inflict an unsightly wound, or even blind him—such things have been; for a sharply-struck cat, as it comes spinning and whirling through the air, makes a most formidable missile, especially when it takes one unawares. Therefore we would reiterate our exhortation to caution and circumspection.

AUNT SALLY.

This game when it was first introduced had a tremendous run of popularity; even in the very highest ranks of society there was a perfect rage for the new game. For a season Aunt Sally was the reigning queen of society, the goddess of fashion, at whose shrine it behoved all persons who aspired to position in society to come and bow themselves down. If report says true, Cabinet Ministers and even great foreign potentates did not disdain at one time to number themselves amongst the votaries of this popular pastime. But the glory of its early days has departed; Aunt Sally's little day as a fashionable pastime is over; the game has dropped out of fashion almost as quickly as it came in, and with nearly as little reason, for it certainly has its good points, and is a game from which a good deal of fun may be extracted.

In providing the necessary appurtenances there is no occasion to go to any considerable expense. Take a round block of wood about eighteen inches long and eight or nine in diameter, and rough-hew it somewhat into the shape annexed. If there be any carving talent easily accessible, the head and features may be got up with any amount of elaboration consistent with solidity and strength: all really fine work is simply thrown away, and is, indeed, out of place; if not, flatten and smooth over one side for a face, and give the whole two or three coats of black paint, allowing one to dry thoroughly before the next is laid on. If beauty unadorned will serve your turn, the features may be marked out with a mere dab or two of white paint, and as far as adornment is concerned Aunt Sally is complete. A little extra adornment, however, certainly adds to the spirit of the game; a little extra time and trouble, therefore, spent on getting the old lady up to better advantage, will not be thrown away; and with very little pains, backed by a little ingenuity and invention, you may turn her out "beautiful for ever."

Procure some canvas or stout calico, make this up, or get it made up, into something of a cap shape, the more fanciful the better, and nail it securely on to the head with brass-headed nails, covering all but the face. A frill, which will be found a great addition to the good lady's attractions, may be made by looping up a strip of the same, or better still, of some coloured stuff, between the nails. The features should be marked out in white paint with a judicious shading of red, and a liberal allowance of the latter for the lips, which should be very full and wide apart, showing a rather defective set of teeth of Brodignagian proportions.

Make three gimlet-holes at least two inches deep, one in the centre of the nose and one in each ear, and with an augur make a hole at least two and a half inches in diameter and four or five deep up the neck, to receive the head



of the stake on which she is to stand; then with a petticoat of strong but bright-coloured material tied round her neck, perch the head on the stake, which should stand about five feet out of the ground, and Aunt Sally "stands confessed in all her charms."

You will further require a good supply of tobacco-pipes, and ten or a dozen stout cudgels, from twenty inches to two feet in length. The pipes are placed



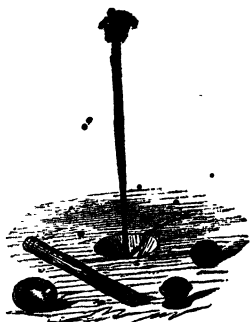
in the gimlet-holes in the nose and ears of Aunt Sally, and the cudgels are employed to throw at them, and knock them out and break them. The players stand at a mark about ten paces from the figure, and the game is counted by the number of pipes broken in a given number of throws; the ear pipes counting one each and the nose two. If possible, it is desirable to have some loose sacking or other material stretched at the back of Aunt Sally, to stop the sticks, otherwise the labour of fetching them is something considerable, and considerably detracts from the enjoyment of the game.

KNOCK-EM-DOWNS.

This is a game very similar to the last, or rather the last is a modification of this. A number of holes, generally three, about six inches in diameter, and set in a triangle, are dug in a loose sandy soil, and in each is set up a slender stick about five feet high, on the top of which is set some article of no great value, such as a snuff-box, tobacco-box, a cocoa-nut, &c., and the game consists in knocking off these articles with sticks similar to those used in Aunt Sally. It is no use striking the stick that supports the snuff-box or other article—it will only fall away and let the snuff-box itself fall perpendicu-

larly into the hole, in which case the hit does not count, and the stick has to be replaced. The only possible way of knocking the things off so as to fall clear of the holes is by striking them themselves full and fair with the throwing stick, the knack of doing which is by no means easy of acquirement.

Knock-'em-downs is always in great request at fairs and races, where it is chiefly in the hands of the gipsies, who allow so many sticks a penny, taking good care that the value of the articles set up on the sticks shall not be too great to leave them a margin of profit on each transaction. Where the soil is not suitable, light baskets of sand are employed, in which the sticks are placed.



GAMES IN THE SNOW.

SNOWBALLS.

The best way to play snowballs is to form sides, draw a couple of lines across the play-ground ten yards apart, marking out the neutral ground, into which no combatant may enter, prepare as many snowballs as you like, and then fight it out with fair throwing.

This is a much better plan than mere desultory snowballing, which after a time nearly always degenerates into rubbing snow into each other's faces and necks, and so leads to bullying and quarrelling.

SNOW CASTLE.

Additional zest may be given to snowballing by constructing a castle or fort of snow, and the players dividing into attacking and defending parties. The walls must be made very solid, and considerably thicker at the base than the top; if the fort is of any height, five or six feet will not be too thick for the base of the wall.

In constructing this fort, the first thing is to select the site; the commanding engineer—it is always well to put the whole management, in this and similar cases, under the undivided control of one individual, who shall be responsible for the results—must look about him not only for the most suitable place, strategically, for his fort, but for the place where his materials will be most ready to hand. If possible, he should choose an angle of the play-ground wall, as this narrows the front upon which he can be attacked, and at the same time diminishes the amount of material required, which latter is a very important item in the account, for no one who has not tried has the least idea of the enormous mass of snow required to build even the most unpretending snow castle. Having selected his ground, and got together his party of labourers, armed with spades and other requisites—a wheelbarrow or two will be found very useful—the engineer must set some to clear the ground ready for his foundation, while others employ themselves in rolling up vast snowballs in different parts of the play-ground.

As soon as one of these snowballs attains to a diameter of about a yard it must be brought up to the place prepared for it, and there squared off with spades into a tolerably accurate cube; another is then placed alongside it, and then another, until the whole line of wall is complete; the interstices are then filled up with loose snow well rammed down. This being thoroughly compacted, a fresh line is made a foot or more inside the first, and the vacancy filled with loose snow trodden in. In this way a good solid foundation is obtained and about two feet of wall raised. By proceeding in the same way the wall may be raised to any requisite height. If the snow is deficient in binding power, or indeed under any circumstances, a few sticks planted along



intervals will prove of great service in binding the several layers of the wall together.

The walls being thus raised to the desired height, which should be at least five feet, but better six, all is done so far as defence is concerned; but the defenders not only require to be protected from the fire of the enemy, but must be enabled to reply effectively to it. For this purpose a good solid ledge or platform must be constructed inside, of sufficient height to allow the besieged the full use of their arms in throwing—that is, when standing on it the outer wall should be about breast-high.

Of course the means of ingress and egress must not be forgotten. A narrow doorway should be cut, with the sill about four feet from the ground; and this during the siege must be barricaded in any rough-and-ready way that may prove most effective.

Everything being thus solidly constructed—by the way, a bucket or two of water thrown over the whole, just before leaving it for the night, will have a wonderful effect in compacting it all together—the players divide into two

parties under separate leaders, the smaller party to defend, the larger to attack the stronghold, and forthwith commence their preparations, which, especially on the part of the besieged, should be rather extensive.

The besieged gather together into the fort a great mass of snow as raw material, and pile up many score of snowballs as service ammunition, while the besiegers are equally busy outside piling up heaps of snow and snowballs, many and frequent, in a great circle round the walls.

At last the signal is given: the defenders retreat into the fort and barricade the entrance, the flag is mounted on the walls under a royal salute of all arms, three cheers, and hard to work they go, hammer and tongs.

The captain of the besieged will, if he is wise, remind his troops that with them ammunition is limited, whereas their opponents have an inexhaustible supply to fall back upon, and that nothing but a *sortie*, always a most dangerous expedient, can give them the means of replenishing their stock when once exhausted, and consequently that they must economize in every way, and make every shot tell.

The besiegers, on the other hand, will follow exactly the opposite tactics, and, being under no apprehension of failing ammunition, will ply their opponents to the full extent of their powers, leaving them no rest and no relief from the storm of missiles.

If the attacking party be large, numbering say forty or fifty, the captain should work them like skirmishers, one party firing while the others are loading. A boy of any ability will find plenty of room, as captain, to exercise his abilities in devising plans for offence or defence.

A good heavy vertical fire will often be found very effective. A party, armed with huge snowballs six inches or so in diameter, advance in open order under cover of a well-sustained fire, and pitch them in a volley or in rapid succession well up into the air, so as to fall almost perpendicularly within the fortification. These shells are dreadfully annoying: one or two are of no use, but half a dozen or so at a time coming tumbling in, compel the unfortunates within to give up everything else and bestow almost their whole time and attention to watching and avoiding them. Woe betide the unfortunate who, trusting to the walls and dreaming not of shell practice, shall be stooping down working up snowballs, if one of them comes—thump!—on the nape of his neck: go down he must; and what with the explosion of the shell, the consequent thorough saturation of his head and shoulders with snow, and the sudden blow, he may be considered fairly *hors de combat* for some time—at least, his snowball manufactory will be not a little interrupted.

Many more artifices and inventions might be mentioned, but enough has been said to put a boy of ordinary intelligence in the way of making the best use of his opportunities in this line.

One thing we must protest against—that is the cruel practice of compelling the little boys to make the snowballs while the big ones throw them. Snowballing is very pretty work for those who get the exercise; but the utter misery of standing still, working up with bare hands the bitter cold snow, with all the blood freezing in one's veins, and no hope of warming it—that indeed none but those who have experienced it as little boys can understand. Little boys ought to be made to serve their seniors; it is good for them that they should; but the seniors ought also to have kind consideration for the little fellows over whom they hold a rule so despotic, and in a large measure so irresponsible.

SNOW GIANT.

This is an amusement very inferior to the above; almost the whole fun lies in the construction of the giant. Once made, there is very little to be done with him but to shy at him and knock him to pieces again, a process that has always a certain attraction, but can hardly compare with the invigorating dash of the attack on a snow fort. The perfect passiveness and helplessness of the giant takes away more than half the pleasure of attacking him; the snow fort would be nothing without its defenders.

The first process in this, as in all large constructions in snow, is to roll up large snowballs; two large ones are wanted for the body, and one of lesser dimensions for the head. The site, if the giant be intended to be at all permanent, should be on rising ground, not in a hollow, or it will be in a pool of water when the thaw comes, and will disappear twice as rapidly as it otherwise would. Having selected a suitable site, one of the great snowballs must be rolled thither, and firmly set in its place by mounding up and ramming the snow all round it, and the top flattened off to receive No. 2. Now comes the difficulty how to lift No. 2 into its place. A hand-barrow, shutter, or hurdle are the best things, but if none of these be available, a very effectual substitute may be extemporized out of a few stout sticks lashed crosswise. Snowball No. 2 must, of course, be flattened at one side to fit No. 1, and the cohesion of the two will be greatly promoted by sprinkling a little water over the surfaces before bringing them into contact.

No. 2 thoroughly and rightly settled into its place, No. 3 must be set up in like manner, and the block now stands ready for the sculptor. The elaboration of detail must, of course, depend upon the genius of the carver; but the nature of the material will entirely baffle any attempt at boldness of execution, and the best that can be done is a massive indication of the features and limbs—a style of sculpture, in fact, closely resembling the gigantic Egyptian figures in the Crystal Palace.

The most satisfactory tool to work with is a pointed mason's trowel: with this the whole of the carving, however elaborate, may be done. If a trowel be not obtainable, a very good substitute may be made with a piece of thin board. Cut it into the shape required, leaving a good strong handle, sharpen off the edges, and there is as good a tool as any one could desire for the work. By the way, it is quite useless to attempt to stick limbs or features on—they must all be cut out of the solid mass.

Your snow giant complete, the more eccentric the accessories with which you can provide him the better, such as a shocking bad hat, a long pipe, a sash for a sceptre, or, best of all, a good big dilapidated umbrella; and having got him you may do what you like with him; but decidedly the very worst use you can put him to is to knock him to pieces.

COASTING OR SLEDGING.

This is a grand sport, and may be played on almost any hill-side after a good fall of snow. In England it has as yet attained to no higher rank than one more among our many boys' games; but abroad, where the winter is both more prolonged and more severe than with us, this game is, under various names, one of the most popular recreations for all classes and all ages.



Coasting is simply sledging without horses. The sledges are taken to the top of a hill, and allowed to slide down, the force of gravitation doing the work that horses are required to do on the level.

For all the purposes of the game the sledges may be of the most simple description: a plain piece of board, so it be large enough to accommodate its rider, will serve its turn at a pinch, if nothing better be procurable. With us in England it is seldom worth while in any given winter to provide an elaborate sledge, and this, perhaps, has militated against the more extended introduction of the game amongst us, but a very serviceable one may be made for a few pence from the lid of an old packing-case.

Get the blacksmith to make you a couple of good strong angle-irons, with an angle of about 45° , and the limbs about four and eight inches in length respectively, with a suitable allowance of screw-holes. Screw the longer limbs of these firmly to one end of your board, about four inches from either side, leaving the shorter limbs projecting in front. To these projecting limbs screw a piece of two-inch board—elm is perhaps the best—in length equal to the width of your sledge, and in breadth about five inches; the lower and inner edge, where it meets the floor of the sledge, must be bevelled off to fit it accurately, or at least fairly so; and the outer edge, which will now project some way below the level of the floor, must be rounded off in a gradual curve; and the sledge is complete, ready for service. The object of this raised footboard is to lift the sledge over obstacles into which, if not thus defended, it would cut its way, and so be brought up standing.

If the expense can be undertaken, it is well to defend the forefoot of the sledge where it begins to curve up with a piece of thin iron securely fastened along, and bent to the requisite curve; or in default of this, a few pieces of hoop-iron, nailed lengthwise at short distances, will add much to the life of

the construction: in extreme cases they might be carried the whole length of the floor, an expedient which would not only materially increase the strength and endurance of the sledge, but also considerably improve its speed. A sledge very similar to the one above described is much used by the boys at Marlborough in Wiltshire.

No definite code of rules or instructions can be laid down for the game. A party of boys, each provided with a sledge, with a good hill-side and plenty of snow, will soon work out plenty of amusement in sliding down.

The most ordinary way is to go down sitting, feet first, the feet resting on the footboard, the steering being effected by means of a stout stick; and the novice at the sport should acquire some experience in this way before he attempts any of the higher flights.

The more experienced players not only race their sledges one against another, but also contend who shall eclipse the other in devising eccentric methods of making the course—head foremost, on the back, kneeling, and the like. Some of the bolder and more adventurous spirits will now and then attempt some such feat as making the course standing, or even go so far as to try to make it on their heads; but in either case the result is pretty sure to be the same: after a few yards the sledge gathers velocity, and shoots hopelessly from under the would-be acrobat.

Sometimes the sledges are made large enough to accommodate two or more, but perhaps most fun is to be got out of the single ones, though for racing purposes the long sledges beat the short ones hollow.

If there be plenty of snow, very little danger is to be apprehended from falls and similar mischances. In case of an upset, the chief source of danger lies in the too rapid succession of sledges, unless under experienced guidance: the mere upset is scarcely likely to be anything but a cause of laughter even to the victim himself; but another sledge coming thundering down upon him while he lies sprawling in the track might chance to prove exceedingly disagreeable. There is, however, little chance of this with the exercise of even ordinary care, and under any circumstances the casualties of a whole week's coasting are scarcely likely to approach, either in number or severity, the average of an ordinary football match.

A hill-side with a good number of coasters in full swing is a very animated sight: the rapid succession of sledges with their excited occupants dashing down the hill, and the long line of "returns" toiling up with their sledges behind them, together form a picture which for interest might compare with even our most popular pastimes.

HOOPS.

RACING.—A great deal may be done with Hoops: the mere trundling of a hoop is good fun in itself, but a great deal more fun and amusement may be got out of a hoop than that. A well-contested hoop race is very exciting. The hoop, when driven at full speed, requires a good deal of management, and the race does not always fall to the swiftest runner. The hoops in a race should be nearly the same size; a large hoop has an immense advantage over a smaller one, so if there be any material difference, the smaller hoops should have so many yards' start according to their comparative size.

TOURNAMENT.—The tournament is managed by driving two or more hoops



against each other at full speed, the hoop that does not fall being the conqueror. When there are a dozen or more hoops engaged, the tournament gets very exciting, the hoops flying off in all directions, with their masters after them like dismounted cavaliers after their horses.

TURNPIKES.—A very good game; as is also the following, when hoops are less plentiful than players. Supposing ten players with only five or six hoops: lots are drawn for the hoops, and those who fail to get them become Toll-keepers. A large circle, thirty or forty yards across, is marked out as the road, and at equal distances on this each toll-keeper places a couple of big stones three or four inches apart, according to previous agreement; this is his toll-gate or turnpike, and the Trundlers are bound to drive the hoop through every turnpike on the road. If the hoop shirk a turnpike, or touch the stone on either side in its passage through, the trundler changes places with the toll-keeper, who takes his turn with the hoop. It is surprising how much skill is required to keep a hoop up in this way for any length of time.

POSTING.—Suppose the same conditions as in the above; stations are marked out on the course by stones set at regular distances. At each of these stations a player stands armed with a stick and ready for action. The hoops are now started, and the game proceeds thus: when the trundler arrives at the first station or posting-house, he gives the hoop a slight additional impetus, and hands it over to the player stationed there, meanwhile taking his place in readiness for the next hoop; the next trundler does the same, the players constantly interchanging the hoops, so that each player has his fair share of the game. The hoops must never be allowed to fall, the player who commits this fault being required to stand out one whole round. The stations should be some distance apart, or the hoops will circulate too rapidly.

STEEPLECHASE.—This is great fun. A course is marked off across country, trees or any other landmarks serving for the boundaries; a fair start is made, and the player who reaches the goal first with his hoop is declared winner. The race must be won by fair trundling, no carrying being allowed, unless over hedges and the like. A large and heavy hoop is the best for this game.

FEATS WITH HOOPS, &c.—There are many other ways of getting amusement out of hoops. Some boys will drive their hoops at full speed, and suddenly pass through it from side to side as it runs, without checking its course; this requires a large hoop, and is a really difficult feat, requiring much dexterity, quickness, and decision. A small hoop may be driven through a large one in similar manner. In some parts of England, where smooth hill-sides are available, it is a favourite pastime to start large and strong hoops down the slope, racing one against the other. After the first start the hoop soon acquires such an impetus that it clears the ground like a race-horse, rushing and bounding down the slope like a veritable live thing, and leaving its master toiling a long way behind. The sight of the hoops in their impetuous course is exciting enough, but still more so is the headlong rush of the anxious owners, careering at full speed, each intent only upon his own hoop. A few hoop chases like this make all other games seem singularly flat and void of excitement.

Much more could be said on the subject of hoops, but further details must be left to the inventive ingenuity of the young reader himself.

• KITES.

Not very many years ago the young artist in Kites seldom ventured beyond a very few simple forms, indeed, was mostly confined to one as the only one recognized as *de rigueur*; but now-a-days he has a greatly enlarged choice, and may find in the toy-shops an endless variety of forms more or less eccentric in their design from which to select. Or if he be of an inventive turn of mind, and cannot otherwise please himself, he may construct a kite on a pattern of his own.

The old theory used to be that a very slight deviation from accurate proportions in a kite must certainly prove fatal to its powers of flight; but of late years, amongst other results of opening our communications with China, we have discovered that so long as certain rules of symmetry are observed, that is, so long as one side fairly balances the other, there is almost no conceivable shape that may not be made to mount up as a kite into the sky.

Here in Europe kite-flying is only an amusement for the young, but in China is the popular recreation of all ages; not below the dignity even of grey hairs. On a suitable evening in some parts of China the whole sky will be opulated with kites of strange and wondrous aspect—mandarins, men and women, singly and in pairs, wild beasts, birds, serpents, dragons, fish, in endless variety and profusion. To the Chinaman bent on constructing a kite, nothing nimate or inanimate comes amiss; let the shape be as eccentric as you please, he will not only make a kite of it, but will make one that will fly.

At the end of this notice the young kite constructor will find a few designs of kites, which may serve at least as hints for his guidance.

HOW TO MAKE A KITE.—To make a kite of the ordinary pattern, the following requisites must be prepared: a long straight lath, a cane, and a plentiful supply of string, paper, and paste. The lath is for the upright (as *b*,

d, in Fig. 1.) The cane, which should be about three-fourths the length of the lath, must be securely fastened by its exact middle to the upper end of the lath, as at *e*, and brought down to a bow by the cord at *c*. This cord should be passed with a double turn round the upright at *f* to keep it from slipping, and care must be taken to balance the two sides of the kite most accurately; a very slight preponderance of weight on one side over the other will make the kite lop-sided, and will greatly interfere with its flight.

Now carry a string, as in the figure, from *e* to *c*, thence to *g*, to *a*, and back to *e*, fastening it securely at each point. Your skeleton is now complete.

Next for the paper: paste sheets of paper together until you have one large enough to cover the whole framework, with a margin of at least two inches to lap over. Lay your skeleton upon this, cut away the superfluous paper all round, and then lap the margin over the edges, and paste it firmly down. Having firmly secured this, cut some slips of paper about three inches wide, and paste them along and over the cross string so as to secure them firmly to the main sheet, and treat the upright in the same manner, though, of course, with a wider strip. The body of your kite is now complete.

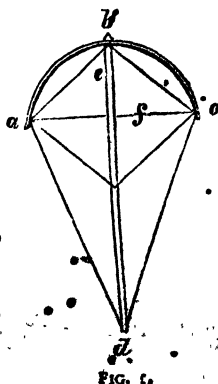
For the wings or tassels take two strips of paper, of a length and width proportioned to the size of the tassel required, snip these across like a comb, roll them up, and bind the uncut ends tightly with string. The tassel for the end of the tail may be constructed in a similar manner.

The ordinary method of constructing the tail is by fastening slips of paper at six inches' or so interval along a piece of string. These pieces of paper, though intended for ornament, hardly fulfil their office, but remind one rather of curl-papers than of anything else, and are continually becoming inextricably entangled with each other. A good long piece of string with a tassel at the end answers all the purposes, and is far more graceful. If this be thought insufficient, a little coloured tissue paper rolled up fine, and twined spirally along the string of the tail, will set it off wonderfully. The tail should be from fifteen to twenty times the length of the kite.

In selecting the string for the kite, the two main points to take into consideration are lightness and strength. If the string be too heavy, the kite will not be able to soar very high, on account of the dead weight of the string; if it be too light, the pull of the kite and its own weight together will be too much for it, it will assuredly give way, and the kite will most probably be lost, and will certainly be damaged.

The string, by the way, is not fastened directly to the framework of the kite, but to a piece of string technically termed the belly-band, which is a piece of string fastened to the upright by both ends, and hanging down in a loop about a foot or eighteen inches in depth.

The points of attachment of this belly-band should be one a little below the middle of the upright, and the other about two-thirds up of the remaining length. Or, to be more precise, in a four-foot kite the lower point would be about twenty inches from the bottom, and the other about ten inches from the top. The string is firmly attached to the belly-band: as the exact point of



affixture can only be ascertained by experiment, it depends entirely upon the balance of the kite.

Another and a very useful sort of kite (see Figs. 2 and 3) may be made with calico set upon a frame, all of whose pieces work upon a single pivot. By this arrangement the whole kite may be folded together and put into a case like an umbrella.

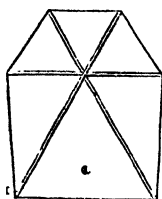


FIG. 2.

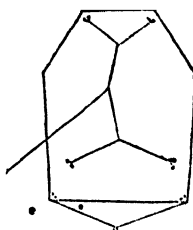


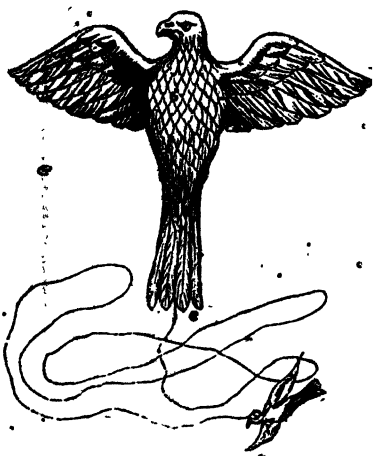
FIG. 3.

The calico is only fastened permanently to the two long pieces, and simply tied to the cross-piece; this being released, the three laths may be worked round on the pivot until they are in a straight line, and the calico wrapped round them. The great advantage of this construction is, that not only are they more easy of carriage, but they are much less liable to injury.

Sometimes they are made with only two pieces, an upright and a cross-piece, but the principle is the same.

If expense be no consideration, oiled silk, or that thin gutta percha which is now used as its substitute, may be employed with advantage, and will be found, on account of their superior lightness, infinitely preferable to paper or calico.

For decorations the young artist must follow his own fancy, only he must remember that, as the effect is to be produced from a distance, only the most staring and brilliant colours can be employed, and that fine and finished details will be of no use whatever.



One of the prettiest kites now in use is that which represents a hawk with outspread wings. If this kite be properly made, it sweeps backwards and forwards with a movement exactly like that of the bird whose name it bears. If the tail be made of fine but strong string, and the weight at its end be cut in the shape of a small bird, the kite enacts in a marvellously faithful manner the manoeuvres of a falcon attacking its prey.

FLYING THE KITE.—To start the kite in the first instance it is mostly necessary to have some aid; two persons are required, one to hold the kite

up and help it off, while the other, holding the string, runs a little way against the wind to increase its pressure upon the kite, and thus help it to get its tail fairly off the ground, after which, if there be sufficient breeze—without which it is of course useless to attempt flying it at all—the kite will do very well by itself.

The kite, once up in the air, may be allowed to soar upwards as far as the string or its own capabilities will permit: if the string be unlimited, the height to which the kite can ascend will only be measured by its power of supporting the requisite length of string.

Sometimes when great altitude is aimed at, when one kite has taken all the string it can well carry, the lower end of the string is attached to another kite, which then takes up a fresh length, and enables its precursor to mount higher.

This method of procedure is only worth practising with really large kites, and in managing these some little care is requisite (a six-foot kite, for instance, pulls like a cart-horse), and serious accidents have been known to happen through the string getting entangled, and the owner of the kite being, as it were, run away with by his unmanageable plaything.

Where the kite is very large, it is advisable to give the string a turn or two round a post or tree; this will enable its owner to control it at will.

A piece of paper with a hole in it, slipped on to the lower end of the string, will soon by the force of the wind be carried right up to the kite itself, however high up it may be. This is called sending letters, or messengers.



NAPOLEON.

SAILOR.

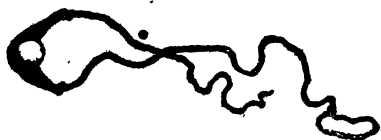
FISH.

SLING.

The Sling was much used as a weapon in ancient warfare, and was held in such esteem, that it long kept its place even with the bow: as time passed on, however, it fell into gradual disuse, and long before the bow gave way to fire-arms, the sling had come to be regarded as little more than a toy.

It must not be supposed that it was failure in accuracy that brought the sling into disfavour as a military weapon; it is not worth any one's while nowadays to devote the necessary time and labour to acquire proficiency in its use; though, even at the present time, there would be no difficulty in finding many boys who would be by no means desirable antagonists at fifty yards or so. But in past times, when a man's life and living depended on his skill in slinging, when as a child he had to earn his meals before eating them, then the full capabilities of the sling were brought out, and even the bow hardly evenmatched it in absolute accuracy.

Its real defects as a military weapon were the want of penetrative power in the missile, especially against armour, but chiefly the inconvenient extent of space each slinger required to work in, and the impossibility of discharging the missiles from anywhere but the front rank. It was the bow's superiority in these respects, rather than its greater accuracy, that drove the sling out of the field.



The simplest form of sling is an oval piece of leather, with a slit in the middle and a stout string fastened at either end; one of these strings is looped, the other plain. In using the sling, a smooth stone is put into the leather, the slit in which retains it in its place; the slinger inserts his middle finger in the loop of the one string, grasping it at the same time firmly in his hand, and holding the other string firmly and yet so that he can easily let it slip, whirls the whole swiftly round his head two or three times, and then at the right moment lets fly the loose string; the pocket of the sling immediately flies open, and the stone is discharged with extraordinary velocity.

The explanation of the great velocity is this: The human arm cannot be made to move through the air at more than a certain velocity; its power, therefore, of imparting velocity to stones or other missiles is strictly limited. Beyond a certain ratio of speed, increase of muscular power has not the least effect upon the individual's power of projecting missiles to a distance, it only enables him to cast a greater weight; but though the arm is thus limited as to the rate at which it can be made to move through the air, it is possible to add considerably to its capabilities by mechanical means. Many of our most ordinary tools and implements, for instance, such as long-handled hammers and the like, are mere contrivances to gain extra velocity. Many ways have been invented to effect this with respect to missiles, of which the most striking are perhaps the sling and the throwing-stick of the Australian blacks. by means

of which they are enabled to project their spears with extraordinary force and velocity.

The sling in effect lengthens the arm of the person using it, without increasing to any perceptible extent the weight to be moved. The hand in throwing passes through the arc of a circle whose centre is the shoulder of the thrower, and the stone in the sling does the same; but the arc through which the stone passes is larger than that through which the hand passes in exact proportion with the length of the sling. As, therefore, the sling and hand work in perfect unison, it is evident that the stone in the sling passes over a larger space in a given time than when in the hand, which is only another way of saying that it passes over the same space in less time, or, in scientific language, has greater velocity.

If a more solid and reliable sling be required, it should be made entirely of leather, thongs and all, every detail being carefully finished off and adjusted to the missile it is intended to use. The missile, too, should, if anything like accuracy is aimed at, be most carefully constructed. Nothing great can be done with stones, they are too uncertain in weight and shape; clay balls, made as much as possible of equal weight and size, and baked in the ashes, are very serviceable; but the very best things of all are good-sized leaden bullets: they travel farther and faster, and are more reliable, than any other procurable missile; they have only one drawback—their expense. The slinger might keep a stock of both—clay for ordinary occasions, lead for special service; but he should avoid variety of ammunition as much as possible if he means to attain to any great skill.

Armed with a good sling and store of ammunition, a boy may, if his tastes lie that way, do considerably more execution as a sportsman than many a more favoured comrade with his envied pistol, and may, after a successful day's sport, comfort himself that, if the pistol has made more flash and smoke and waked up more echoes, the sling has given him more sport and decidedly more exercise.

Slinging, to be learnt, must, like everything else, be diligently practised; proficiency will come much more rapidly than the novice on first handling the sling would expect.

JAVELIN.

The ordinary game of Javelin is simply a contest of skill in hurling the weapons at a target, and for this purpose the javelins should be rods of ash or fir, about six feet long, by $1\frac{1}{2}$ inches in diameter, and one end must be armed with a good strong iron spike about two inches in length. The target may be knocked up out of any pieces of soft wood that are readily obtainable—the lid of a packing case does admirably. The circles may be chalked or painted, and the rings numbered from the outermost ring inwards.

To throw the javelin: balance it in the hollow of the right hand a little behind the ear, the thumb lying along the fingers, firmly pressing down upon the shaft; the left leg must be advanced, and the body poised upon the right. Now hurl the javelin at the mark with a quick motion of the arm, throwing the body at the same time well forward on to the left leg.

At first the effect produced will appear by no means commensurate with the force expended; but let not that be any discouragement: practice and experience will soon give command over the weapon, and every day's practice will lessen the waste of force.

Much greater steadiness of flight will be imparted to the javelin, and therefore much greater accuracy obtained, by bringing the fingers sharply downwards on the shaft at the moment it leaves the hand, and so inducing a rotating motion similar to that imparted to an arrow or a rifle-bullet.

When some progress has been made at the target and fair proficiency attained, blunt javelins, padded at the end, may be procured, and two or three players may practise throwing them at one another, studying, besides the art of throwing them, that of avoiding them, or even catching them in mid-air and returning them "sharp" to the thrower.

When first commencing this practice, the thrower should call to the person aimed at to prepare him for the cast, or the players may chance to give each other some awkward knocks; after a time this forewarning will not be so necessary.

When the players have acquired sufficient skill to throw quickly and with effect, and are able to take reasonable care of themselves in avoiding the missiles aimed at them, they may proceed to make a regular game of it, by attacking and defending a fort; a hedge with one or two gaps, and with a good sloping bank, makes a capital fort.

They will find this capital fun, only they must be careful that the javelins are properly padded: with all the padding they can have they will yet give hard knocks enough to satisfy the most enthusiastic; without it they would be positively dangerous.

Hazel rods, or the long straight stems of the dog rose, make capital javelins for this purpose; they should not be over-thick or heavy, and may range from five to six feet in length: each player should have about a dozen, eight or nine in use, and three or four as a reserve in the rear.

The players having divided into two parties, each with its captain, toss for choice of position, and then settle down to work. The game is played just like "Snow Fort," but is decidedly a manlier pastime.

Both parties should, besides their lighter javelins, be armed with shorter and stouter sticks, one for each player, like the "*pilum*" of the Roman soldiers: these are for close quarters. The defenders will find these very useful when some plucky assailant cannot be deterred by the gentle persuasion of a shower of javelins, but still presses onward up the breach: a well administered shove from a "*pilum*," so to call it for want of a better name, will quickly bring him to reason, and send him back whence he came.

Of course the game must be played with good humour and fair consideration for each other. A bad-tempered player should never be admitted, he is sure to spoil all the fun. It is impossible to avoid hitting hard now and then, and therefore, if a player cannot take a hard hit occasionally in good part, he had better not play—for his own sake as well as that of his school-fellows he is better out of the game.

A bundle of javelins, when the art of throwing them with tolerable accuracy has been acquired, makes a very good companion in a country walk; plenty of objects will be found to exercise them upon, and the practice will be very useful for the next attack on the fort.

BOOMERANG.

This is an Australian weapon, and, like the sling, is in its origin a weapon of war and the chase. At first sight it is an unpromising-looking weapon enough, being merely a curved piece of flat wood of no very great size or weight,



and about as insignificant-looking an object as could well be supposed. But in the hands of the blacks this simple piece of flat wood can be made to perform the most marvellous feats: it rushes through the air like "a thing of life;" at will he can make it skim the ground like a swallow, or soar into the air like a hawk; to strike a distant enemy, or to return in a wide graceful curve till it drops harmlessly against his own feet.

Against this strange weapon no trunk of tree or huge mass of rock affords shelter: the boomerang rushing through the air, past and beyond the concealed enemy, comes whirling back again with but little abated force, and smites him from the rear: with spear and boomerang the native Australian must indeed be a dangerous foe, and one not to be despised even by the white man, with his still more deadly rifle and revolver.

The young English boy must not expect to be able to make anything more than a plaything out of this interesting weapon, he can neither afford the time nor get the teaching necessary for a thorough mastery of it. To the native Australian the skilful use of the boomerang forms a great part of the business of his life, and is indeed one of the conditions on which he lives; but to the white man it can only be one out of many aids to relaxation, and he therefore can no more hope to acquire any great command over this extraordinary missile, perhaps the most difficult to wield successfully that the ingenuity of man has ever produced, than he can hope to rival the Japanese jugglers in their wondrous performances with tops and paper butterflies.

Any of our young readers who may hereafter become possessed of a boomerang, and be fired with the ardour of acquiring the art of throwing it, must be very careful at first in experimenting upon it, for he will find it will have a tendency to fly off from its course in the most unforeseen manner, and to make

its way into all sorts of unexpected places, generally being exceedingly perverse in going exactly where it is least wanted to go. A large open field to practise in, with not more than one or two companions, will be found the best for safety.

Little or no instruction can be given verbally in the use of the boomerang: the young learner must discover for himself the various tricks of the wrist and hand, simply by dint of a severe course of experiment.

In the act of throwing, the boomerang is grasped firmly by the end, which is slightly smoothed off for the hand, and as it leaves the hand is made to gyrate or revolve on its centre by a quick turn of the wrist; it is thrown, of course, edgeways, with the concave side foremost and the flat side downwards.

PEA-SHOOTER.

The Pea-shooter has long been a favourite with English boys, and is indeed a weapon replete with endless amusement. The boy is not to be envied who, with a pea-shooter and a good pocket-full of peas, cannot find himself recreation for hours.

It is to be feared that the pea-shooter is chiefly prized amongst a large section of the rising generation for the increased opportunities it affords of mischief, and especially of annoying other people; but there is no earthly reason why they should do so, other than the love of mischief implanted in the human breast—a relic, it is to be feared, of the old monkey nature still strong in many of us—and the tempting facility the pea-shooter offers for effecting it undiscovered. There are numberless ways of getting fun out of pea-shooters, which are too well known to need description here; the best of these is "the battle of the pea-shooters," in which the players divide into two parties, and fight with their pea-shooters much in the same way as in the game with "Snowballs" described before.

The most effective way to use the pea-shooter in these battles is to keep up a steady fire of single peas, searching out the weak spots in the enemies' defence with unrelenting perseverance.

Against a fire like this the furious discharge of volleys of peas is of but little avail: it is a case of breath-loading revolver or rifle against the blunderbuss.

In this way the player, having his mouth full of peas, is able to keep up an unintermittent fire of missiles, each one of which, in skilful hands, does its appointed work. He can keep his pea-shooter to his mouth ready for instant action for long spaces of time together, and if he be dexterous, can, by seizing the opportunity as it offers, refill his mouth without abandoning his offensive attitude.

The player, on the other hand, who works on the volley system, has to reload after every discharge, leaving himself for that space of time defenceless before his opponent; and, moreover, he wastes more than three-fourths of his peas, for at the most liberal computation he can hardly hope that more than three or four out of a mouth-full will take effect: he therefore, it will be seen, fights at a decided disadvantage, and can only hope to maintain his ground by adopting the same tactics as his opponents.

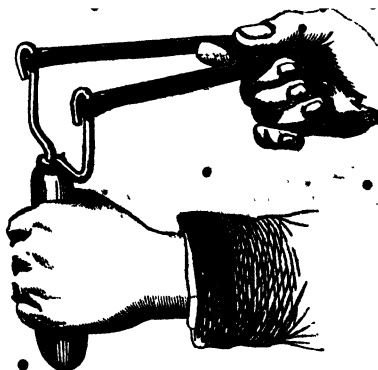
Of course there are cases when a sharp volley will be very effective; if, for instance, a player who has worked up near enough to give every pea its full effect, exposes the whole or a large portion of his face, rattle a heavy volley into him on the spot by all means, without hesitation. If that does not drive

him back to a more respectful distance, he must be exceptionally tough-skinned or remarkably plucky.

The same exhortation to good humour holds good in this game as in javelins.

CATAPULT.

The Catapult, though comparatively a modern invention, has attained wonderful popularity, and few indeed must there be of our young readers who have not possessed, or at least used, one of these simple but effective weapons, which for accuracy, handiness, and general capabilities may be fairly said to rank only next to firearms. Indeed, against small fry such as rats, the smaller birds, and even squirrels—that is to say, for the general requirements of a boy—they may be made, in skilful hands, even more effective; for, while scarcely less deadly, they are inconspicuous and quite noiseless, and so quite make up for any deficiency in certainty of execution by giving the young sportsman more and better chances than he would get if his game were alarmed at the sound or even the sight of a gun.



Another advantage they possess, too, over firearms, which should not be overlooked: they are not dangerous to their possessors, and need not be so to other people. In London, indeed, and most large towns, their use is forbidden in the streets, but so are hoops and many other toys which are perfectly harmless in their place; in the country they are, of their kind, as safe as anything a boy can have.

Catapults are now to be procured cheaply at any toy-shop, but they may be made at home much more efficiently with very little trouble. Get a forked stick, the shape of the letter Y, about six or seven inches in length, the prongs about two inches apart. To the extremity of each of these prongs lash securely a strip of strong india-rubber spring about six inches in length, and attach the loose ends of these springs to an oval piece of soft leather, $1\frac{1}{2}$ inches long by an inch in width, whipping them carefully and strongly for a distance of nearly an inch; this oval forms a kind of pocket in which to place the missile.

The most useful ammunition is duck-shot; clay marbles do very well, and even gravel-stones at a pinch may be made to do good service; but the first-named are preferable in every way, for range, accuracy, penetration, and

portability ; they can be fired in volleys, too, when occasion requires, which the others cannot, on account of their size.

With a tolerably powerful catapult, such a one, for instance, as described above, no game a boy is likely to be entitled to shoot will be safe from his attack ; even such large birds as the wood pigeon, the missel thrush, and the like, may be brought down by a well-directed volley of heavy shot.

Not many months before this was penned, within the writer's own knowledge, a little boy, just ten years old, fetched down a sparrow-hawk out of a tree adjoining a farmyard : he had been watching him sailing about for some time, and at last, when he settled in the tree, crept up under the shelter of a wall and gave him a heavy dose of shot, one of which pierced the hawk's brain, and fetched him headlong to the ground, as may be imagined, to the inexpressible delight of the young sportsman, a delight shared no doubt by the affrighted "feathered natives of the farm."

Since such are the powers of the weapon, it will become its possessor to be careful in the usage of it. This is a caution we have had to repeat several times before ; but accidents do happen with unpleasant frequency from carelessness, and therefore the necessity for caution can scarcely be too strenuously insisted on.

CLEFT STICK.

Get a stick of tough wood, ash for choice, about thirty inches in length and three-quarters of an inch in thickness, tapering, perhaps, a little towards one end ; with a sharp knife split the smaller end down longitudinally to a depth of about four inches, taking care to do so exactly in the middle. Now whip it round strongly with waxed string, beginning about $2\frac{1}{2}$ inches from the end and working downwards.

Now take a smooth flat pebble, force it well into the cleft or slit, take hold of the stick by the butt-end, and throw. The stone will fly out as if from a sling ; indeed the cleft stick is nothing more than a sling, only that it is rigid instead of flexible. At first beware how you throw ; take care nobody is within hitting distance, for until the right knack is acquired, the stone is wont to fly about in a very independent manner, and it may not improbably find a very unexpected and unwelcome billet. It would be well to avoid the neighbourhood of much glass for a similar reason.

The stone is made to leave the stick at the right moment by a kind of jerk, which will soon come of itself to a boy of any natural aptitude, but which cannot well be described on paper.

In places where clay is tolerably abundant, a very similar effect may be produced by kneading lumps of clay round the top of a pliant stick, and throwing them as above described. These clay lumps, when they strike against anything, a tree or a post, flatten out and adhere to it with great tenacity.

Sometimes boys will get up a battle of clay lumps ; but they should always keep at a good distance from each other, forty or fifty yards at the least. Even at that distance a blow from a clay lump in the face will often leave a deep red mark as a memento of its visit, and not even the clothes will afford perfect immunity from their visitations.

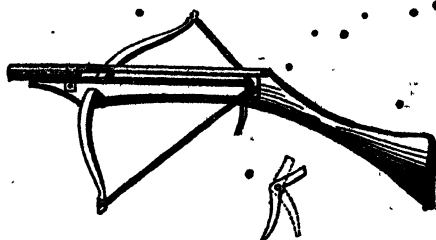
The clay should be affixed to the stick some inches from the end ; the exact distance varies with the nature and humidity of the clay, the weight of the lump, and the shape and surface of the stick ; a very few trials will give a very fair approximation to the right distance, for which no absolute rule can be given.

CROSS-BOW.

A Cross-bow is in effect nothing more nor less than an ordinary bow set crosswise in a butt in shape like an ordinary gun-stock.

The object of its first invention as a weapon of war was to obtain greater accuracy and in some sort greater propelling power with less muscular exertion. Some of the old cross-bows made of steel were very powerful, but they required a lever or winch to set them, and were, take them in all, so unwieldy that they never superseded the old long-bow, which in English hands especially, on many a hard-fought field proved its complete superiority to all rivals. The mishaps of the Genoese cross-bowmen at Cressy will at once occur to the young reader's mind.

The Chinese even to this day make a partial use of the cross-bow in warfare. They have even invented a kind of repeater, one that once charged will shoot



off several arrows in succession, the archer having not even to re-set the bow each time, and only needing to work a lever backwards and forwards.

The modern cross-bow, used as a plaything, has been very much driven out of favour by the invention of the catapult, which for rat or bird-shooting, and other aggressive purposes, is infinitely preferable on many accounts, as being more handy, more easily concealed about the person, and infinitely more deadly as a weapon.

A great deal of amusement, however, may be got out of a cross-bow by shooting at a butt or target. In default of more properly constructed missiles, pieces of tobacco-pipe form excellent bolts, and will give a very good account of a piece of paper at a dozen paces or so.

THROWING THE CRICKET BALL.

As this is an accomplishment of extreme value in the cricket-field, as well as in competitive games, the young reader is very strongly recommended to take it up with extra zeal. In throwing the ball the body has almost as much to do as the arm: a backward flexion of the body and sudden recoil simultaneously with the act of delivering the ball will produce a wonderful accelerating effect upon the flight of the ball. The most common fault into which throwers fall is that they do not give the ball enough elevation. In actual cricket a ball should be thrown at as low an elevation as the distance to be traversed will permit; but when, as in the case we are discussing, distance

only is the object aimed at, the ball should be delivered at an angle of 45° , which is the angle at which a missile must be delivered to attain its extreme range. To find this angle, stretch your arm straight out from the shoulder, next raise it straight above the head, then let it fall till it is half-way between the two positions: that will be the required angle. It will appear preposterously high at first, but it is the true angle for the purpose, and experience will soon prove the fact satisfactorily.

THROWING THE HAMMER.

This is a feat only to be attempted by well-grown lads. The hammer may be an ordinary sledge hammer, but there is a shape manufactured expressly for the purpose: a shell or hollow shot affixed to the extremity of a long handle.

The weight is entirely optional, and should be carefully apportioned to the powers of the throwers.

The method of delivering the hammer looks at first sight somewhat eccentric: the thrower, instead of standing still, and delivering from the fulcrum of a firm footing, or taking a step or two forward to gain additional impetus, starts from some little distance behind "the scratch," waltzes slowly round and round, swinging the hammer at the same time in a great circle at the full extent of his arms, and with constantly increasing velocity, and finally delivers it at "the scratch" just as it has attained its greatest momentum.

The rationale of this is, that the real projectile force is derived rather from the impetus already-acquired by the missile in its circular swing at the time of delivery, than by any sudden impulse then imparted to it.

Although at first sight this feat would seem to be a mere matter of brute strength, in effect it is really more dependent upon skill and dexterity than many that are apparently more scientific; *ceteris paribus*, skill will beat brute force out of the field.

The beginner will at first find no inconsiderable difficulty in governing the direction of the hammer's flight; but this, although of vital importance, is the least difficulty to be overcome.

The real secret of successful throwing lies in the happy timing of foot and hand, so that the body is brought round to the scratch exactly at the most favourable moment, and in the most favourable position to give full effect to the already acquired impetus of the missile, and this can only be done with any certainty by first undergoing a long course of patient practice, starting always from precisely the same distance behind the scratch, taking precisely the same number of steps, and revolving precisely the same number of times, until the whole action of delivery becomes purely mechanical.

But even here the beginner must not flatter himself that he has come to the end of his troubles: he has now to learn to let go his hold of the hammer just at the critical moment; and this is by no means so easy a task as he might think; one second, or the hundredth part of a second, too soon or too late, will make a difference in the distance covered by the thrower, a difference perhaps of feet, when the contest is turning upon inches.

In throwing the hammer, the same rule must be borne in mind to which we have called attention in throwing the cricket ball, namely, that for all missiles a trajectory at an angle of 45° is that which gives the highest results when distance only is aimed at.

DUCK AND DRAKE.

This is a very simple method of whiling away the time when nothing better is to the fore. A small sheet of water and plenty of smooth, flat stones, oyster-shells, or bits of crockery are the only requirements.

The stones are thrown so as to skim like a swallow along the surface of the water, touching and flying off again in a series of "ricochets" at constantly shorter intervals, until they finally sink exhausted in the water.

To the three first dips or "ricochets" the thrower cries out, "Dick, duck, drake!" hence the name of the sport; and a proud time it is for the beginner when he first succeeds in reaching the third.

A little practice will soon enable the thrower to make the stone dip seven or eight or even more times.

When two or more are together, it is usual for them to match themselves against each other as to who shall score the highest number of dips in a given number of throws.



QUOITS.

Quoits are iron rings, flat on one side and rounded on the other, with a sharp outer edge: their average weight is four or five pounds per pair. The game is played by pitching them from a distance at a short peg, technically termed the "Hob." Two of these pegs or hobs are set in the ground at a distance of from eighteen to twenty yards apart, the distance being entirely at the option of the players. Each player is armed with two quoits, and these they throw from hob to hob, trying, if possible, to pitch them actually over the hob, so as to "ring" it. The game is counted in the same way as in bowls, the usual number to play for being eleven.

The mode of holding the quoit is shown in the accompanying illustration. The flat side is held downwards, the forefinger is placed in a small notch, which is to be found in all quoits, and the thumb and other fingers are shown as seen in the engraving. By means of the forefinger, a spinning movement is given to the quoit, so as to enable it to fall with its edge downwards. If properly thrown, the quoit ought to pass through the air without showing the slightest vibration, and when it falls it ought to stick in the ground at an angle of 45° , with its flat side towards the thrower. No correct play can be made until the art of holding and throwing steadily has been mastered.

The best hob is made from gutta percha, as an iron hob cuts the edges of the quoits to pieces if they strike it; and as a good player will be sure to strike the hob several times in a game, this damage must be prevented. There is no pleasure in playing with a ragged-edged quoit, as it tears the hand, and cannot be depended upon for setting fairly in the ground. When the hob is fixed, a hole should be made and the hob pressed into it until it is an inch at least below the surface. A white feather is then stuck into a little hole in the head of the hob, and the players throw at the feather. Of course a store of feathers should be kept.



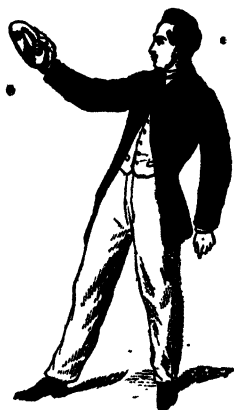
HOB AND QUOIT.

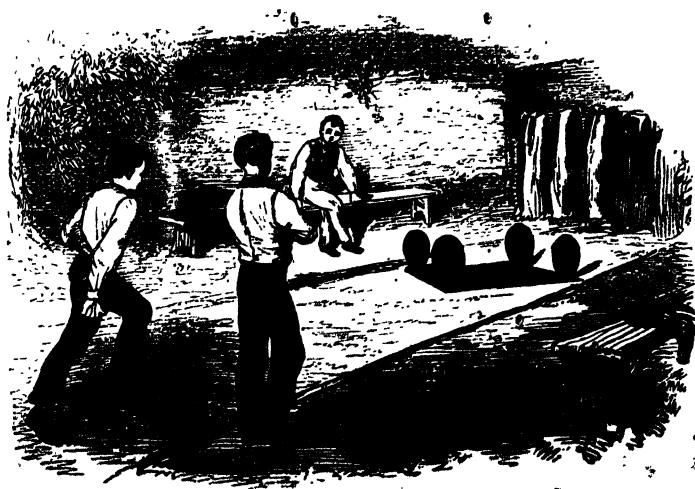
The ground should be carefully cleared of stones, and at each end a round hole, some six feet in diameter, and six inches deep, should be dug, and the space filled with clay. In the middle of the clay is the place for the hob. This clay "End" should be always kept damp, and in dry weather it should be watered and occasionally re-laid.

The quoit is best aimed by holding it so as to look at the hob through it, and it should be thrown, not from the elbow, but with a swing of the arm from the shoulder. The art of throwing it correctly cannot be adequately imparted on paper; it is not, however, difficult to learn from personal instruction. If the quoit be not thrown quite steadily, that is, if it be a "wabbler," it is apt to roll away from the pitch, instead of sticking into the ground, or, worse still, to turn with the flat side up, in which latter case it is considered dead, and cannot be counted for the game.

When only two are playing, the quoits are thrown from either hob alternately, the players following their quoits, and throwing them backwards and forwards; but when four play it is customary for a pair of opponents to stand at each hob, and so make the same set of quoits do for both.

This is a very interesting game for two or four—more cannot conveniently play at it; it has, too, one great recommendation, that the actual result of the game can never be known until the last quoit has been cast: whatever the previous position of the game, a "ringer" may change the whole aspect of affairs. As in bowls, each quoit that is "in" counts one to the game, and a "ringer" counts two, and of course cuts out all other quoits whatsoever.





SKITTLES.

This is a game, unfortunately, not of very good repute, not from any intrinsic defects of its own, but because the cheapness of its fittings, added to its natural attractions, has made a skittle alley the constant adjunct to almost every low public house or common beer-shop; and thus the game itself has become, in the minds of the unthinking many, to be associated with scenes of low gambling and dissipation.

The game itself, however, is by no means responsible for these abuses; it is a capital exercise for the muscles, requires no mean skill, and is altogether a first-rate amusement for a small party of not more than four or six.

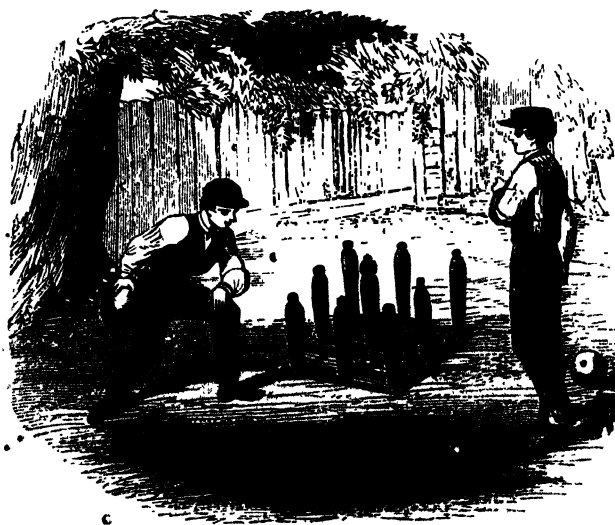
The game is played with four egg-shaped pins or skittles, which are set up at the corners of a square platform, and which it is the player's endeavour to knock down with a heavy bowl or cheese-shaped ball in as few throws as possible. The accompanying illustration will show at a glance the nature of the "alley" and the method of play. The ball, it must be remembered, is pitched upon the pins, not bowled at them.

There are several ways of counting the game in vogue in various parts of the country. The simplest is that of counting by "pins" in a given number of throws—three, six, or nine—he who knocks down most being the winner. Sometimes the game is counted by points—three throws each hand are allowed. If all the pins be knocked down first throw, it counts a "treble" or three points; if in two throws, a "double" or two points; if in three, a "single" or one point. If a pin be left standing after the third throw it counts nothing. At the end of three hands the points are compared, the highest being winner.

At the first glance at the pins it would appear impossible to fetch them all down at one throw, even with the most extraordinary good fortune; but it may be done, and that time after time, if the ball be only rightly pitched; and this is the way to do it: pitch the ball high, with a kind of swing round, so as to

drop it almost perpendicularly upon the right side of the nearest pin: if this be done rightly it will send the pin flying against the one to its left, of course flooring them both, and will itself spring off to that on the right, strike against that on the inside, floor it, and rebound upon No. 4, thus clearing the lot. This is, of course, the most brilliant play, but as it is rather hazardous—a miss of the first pin being almost invariably a total miss—it should only be tried on emergency.

The safest way, and the most effective, too, in the long run, is to play for the double, and pick off the pins by pairs. In this way you are not obliged to take the pin so "fine," and, in consequence, are less liable to make a complete miss, being pretty sure of one of the pins; and thus, in case of failure with one pair, you will still have a throw to save your "single."



DUTCH PINS.

This game is played somewhat in the same manner as skittles, but is, in our estimation, inferior to that despised though capital game. Nine wooden pins are set upright on a frame, the central pin being called the king and having a crown on its head. A very large and heavy ball is thrown at the pins from a short distance, and the thrower counts one for each pin, and two for the king. The ball is remarkable for having two holes: in one of these the thumb is placed, and in the other the forefinger.

NINEPINS.

This game is very similar to skittles, but it differs in several details. The pins are nine, as the game implies, instead of four, and the ball is *bowled* instead of being *thrown*. The method of counting is much the same—by the number of pins knocked down.

There is not any particular difficulty in knocking down several of the pins at first; the great art lies in *selecting* the pins; that is, in knocking them down in such order, that each shot leaves the remaining pins standing in the way most suitable for the next. Success in the game depends a great deal, too, upon the "bias" imparted to the ball: as in bowls, a judicious use of "bias" will often get the player out of a difficulty which he could overcome in no other way.

Apropos of ninepins there is a good story told of the Americans. The game had become a prolific source of gambling in some of the States, so a restrictive law was passed forbidding the game altogether. The players were in despair, till at last an inventive genius hit upon the brilliant idea of adding another pin, and so playing *ten* pins, which of course did not come within the law. The tenth pin did not materially alter the game, for as they had no use for it, but only wanted its name, it was left to repose snugly on a neighbouring shelf.



AMERICAN BOWLS.

This is a good game, but it requires rather an elaborate court. Each court is a long narrow alley, the centre of it floored with oak planking. As this floor must be very smooth and very level, the planks are only six inches wide, and there are generally twenty-four of them. Pins are set up at one end, and the balls are bowled at them from the other. The scoring is by trebles, doubles, and singles, as at skittles. (See page 59.) Along the right hand of the alley runs a wooden trough, slightly sloping from the top to the bottom. As fast as the balls are bowled, a boy picks them up and puts them in the trough, so that they roll gently back again to the hand of the bowler. The balls are of different weights, but the players will find that the skittles will fall in proportion to the size of the ball, so that he should use the largest ball that he can manage properly.

BOWLS.

This is a game that once enjoyed extreme popularity in England amongst the upper and middle classes—it never seems to have taken much hold of the lower. We have constant allusions to it in the works of our standard authors, and most of them, from Shakspeare downwards, draw freely upon its vocabulary of technical terms to illustrate an argument or point a pithy saying. And more than one proverb has drawn its inspiration from the chances and vicissitudes of this game.

Of late years, especially since the introduction of croquet, bowls has somewhat lost ground in public estimation; but even now it can boast no small popularity, and few of our towns, or even of our larger villages, are without their one or more bowling-greens.

The game may be played upon any lawn or smooth piece of turf, but to bring out all its beauties and perfections a properly appointed green is requisite. This need not, however, be absolutely level; a trifling inequality of surface here and there rather enhances than decreases the interest of the game.

The bowls from which the game takes its name are balls of *lignum-vitæ* or other hard wood, varying in weight and size according to the capacity or fancy of the player. In commencing the game, a smaller ball called the "Jack"—in size and shape like a cricket ball—is thrown forward by one of the party, and the players, divided into two sides, deliver their bowls, one of either side, alternately in succession. The object of each party is to get as many of their own bowls as close to the Jack as possible, and to keep their opponents away. The game is wonderfully simple in principle, so much so that the veriest tyro can grasp its whole theory at the first onset; yet in reality it offers an opening for skill and *finesse* to which there is no practical limit, and to this, we may be assured, is mainly owing its long-continued popularity. Space would fail us to give anything like a complete code of instructions to our young readers; a short review of the leading principles of play must suffice.

The player, in delivering his ball, has, as a general principle of invariable application, two things to consider: first, the *direction* in which his ball is to travel; and secondly, the *strength* required to send it the exact distance and no farther. If he be first player this is literally all he has to think of: he has but to place his ball, if he can so contrive it, close up to the Jack, covering it from the attacks of any succeeding balls; this done he has done all that can be done—it is for his successors to get out of the difficulty in which he has left them. He must remember, by the way, that if he wishes his bowl to run straight he must deliver it exactly upright; the least inclination or bias to one side or the other will make it describe a curve more or less rapid according to its greater or less deviation from the upright. In the thorough command of the bowls in this matter of bias centres almost the whole science of the game.

Supposing the first player to have "laid up" his bowl as above described, what is the next player to do? Three courses will be open to him, in the selection of which circumstances only can guide him. He may try to lay his bowl alongside the Jack, gently shouldering the adversary away; he may, by striking the adversary's bowl hard with his own, drive it upon the Jack, and by the communicated force send the latter flying far away from both; or he may, by a skilful use of the bias, steal his own bowl gently round his adversary's, and carry the Jack quietly away in company. This latter is the neatest, and,



if successful, by far the most paying method. It is, however, undoubtedly the most difficult and most uncertain, and should only be attempted by a practised player. It makes little difference practically in this latter case whether the bowl or the Jack be struck, as in either event bowl No. 1 is cut out, which is the principal object in view, and bowl No. 2 takes its place, which is the next.

The end of the game, or rather the end of the round, is the critical time, when all the bowls but one or two have been delivered. Supposing only one bowl remains to be delivered, and the Jack is in the midst of a crowd of friends and foes, the opponents having the advantage, the question "What to do?" becomes a very serious one. The following hints may serve as a general guide, but they must not be followed too closely; there may always be modifying circumstances, which it would be impossible to take into account beforehand, but which must certainly be considered at the moment.

If your friends have a number of bowls round the Jack, and the enemy have only *one*, but that one the nearest to it, your play would be, not to lay up closer to the Jack than this opposition bowl, and so cut it out, but to play hard at it and drive it away, and so leave your friends masters of the situation. Of course, if you can't get at the bowl safely, you must be content with simply cutting it out.

If your opponents have a crowd of balls round the Jack, so that you can do nothing with certainty, let drive hard in amongst them and effect as great a "scatteration" as possible. You thus certainly injure your enemies, which is the next best thing to helping your friends, and you may by good fortune achieve that too into the bargain. Only be careful that in the endeavour to bowl very hard indeed you do not lose the control of your ball, and so miss your aim altogether.

If the enemies' bowls be crowded as above, but leave you a fair shot at the Jack, don't be carried away by the ambition of cutting them out, for the odds are too heavy in case of failure; but rather play hard at the Jack, and drive it clean away from everybody, on the dog-in-the-manger principle that if you can't get any benefit from it yourself, no one else shall.

If, however, your *friends* have one or two bowls "in," that is, nearer the Jack than any others, and the enemy have a group round only just not "in," you will do well, if you are not a proficient, to be content to leave the matter alone, since you may scarcely better the position of affairs, and are not at all unlikely to do harm. Of course it would be better play to get your own bowl "in" as well; but the old proverb holds good here, if nowhere else, that a "bird in the hand is worth two in the bush."

When the round has been played, that is, when all the bowls—which, by the way, are numbered in pairs for distinction—have been delivered, the players proceed to count for the game. This is done as follows: the side to which the bowl nearest to the Jack belongs count one for that, and the same for every other bowl they have which is nearer than any of the opponents'. If, therefore, the second nearest bowl is an enemy's, the side only counts one; if the third, only two, and so on. It is necessary, however, that a bowl should be within a given distance, previously agreed upon, of the Jack, or it does not count. This distance varies with the size of the ground; on an ordinary green a yard will be found a very fair distance. Sometimes a "tie" takes place; that is, the two nearest bowls are at exactly the same distance from the Jack: in this case neither side counts anything, the round being simply lost.

The numbers agreed upon for "game" varies with the number of players, thirteen, fifteen, and twenty-one being the more common.

LAWN BILLIARDS.

This game is a favourite one in many places, and is useful in one respect, namely, that it can be played in a comparatively limited space. Indeed, a large lawn is unsuitable to the game, and if the ground be of too great dimensions, it will be better to enclose a circular space, as seen in the illustration.

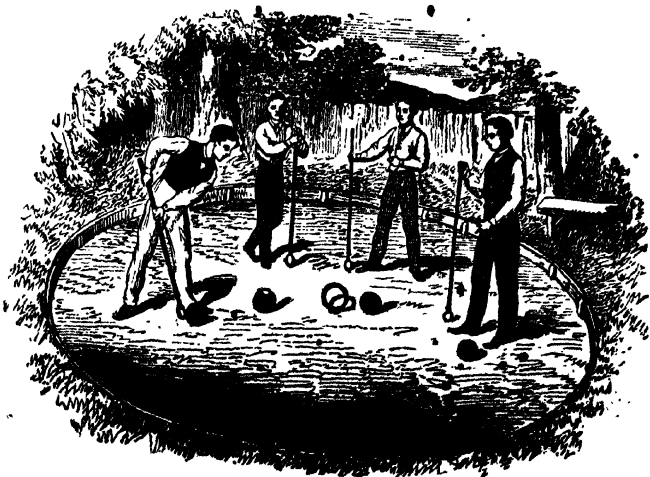
The materials for the game are simple. In the first place there are eight or ten balls of different colours, a stick or cue by which to propel them, and a revolving ring through which they are to be passed. We will describe these articles in rotation.



The balls are generally a foot in circumference, and ought to be made of some hard and heavy wood. An ordinary set of croquet balls will answer the purpose perfectly well.

The ring is usually made of iron, though brass is perhaps better, and, as may be seen in the diagram, has a shank or neck. When it is to be used, a large wooden peg is driven into the ground, with the top a little below the surface, and into it a hole is bored, large enough to receive the shank of the ring, and to let it revolve freely.

The cue is made of two parts, namely, a wooden handle and a metal tip of rather a peculiar shape. The reader will see, by reference to the illustration, that this tip is also ring-shaped, and that it is fixed at an angle with the



handle. This formation enables the ball to be played better than if the cue and tip were in a line. Sometimes each player has a cue, but as a general rule one cue only is required, and is handed round to the players in succession.

The objects of the game are very simple, and the rules scarcely less so. Each player endeavours to pass his ball through the ring, and every time he can do so he scores one point. If his ball runs through the ring after striking another ball, he adds two to his score. The ball must not be pushed through the ring with the cue touching it, neither may it be thrown through. After making a successful stroke, the player does not go on with the game, as in croquet, but makes way for the next player.

In this game there is more play than at first appears to be the case. If, for example, a player finds the hoop turned edgewise to him, he can either place his own ball so as to obstruct the next stroke of the enemy, or, by dexterous play at the ring, can turn it edgewise to the enemy next in succession. Sometimes he will strike a ball belonging to his own party so as to put it into position, or will strike away the ball of an enemy who seems likely to make a successful stroke.

A really good player will often contrive to pass the ring even though it be almost edgewise to him. If the ring be turned in the least to one side or the other, he will play at it with a peculiar push of his cue, and strike it a little on one side. If this be properly done, and with moderate force, the ring spins round, and catches the ball in its progress. The effect of this sudden shock is, that the ball vibrates backwards and forwards for a moment, and finally settles on the opposite side of the hoop.

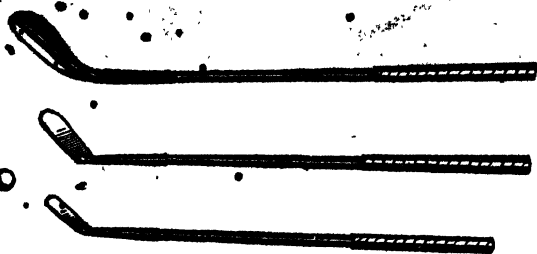
Half the amusement of this game consists in having a ring only just large enough to let the balls pass through, and so neatly poised as to revolve with a touch. The best plan for securing this latter point is to have a metal socket

let into the wooden peg. If so, care must be taken that the socket be brass if the ring be iron, and *vice versa*. Both shank and socket should be kept well oiled.

GOLF.

Golf (pronounced *goff*) is chiefly a Scotch game, but it is played in many parts of England where there is a suitable piece of common land in the neighbourhood. Blackheath Common is especially frequented by golfers, and there the game may be seen by the curious almost any day, but especially on Saturday afternoons.

It is played with a ball about $1\frac{1}{2}$ inches in diameter, now-a-days made of gutta percha, but formerly of leather stuffed with feathers, and painted white. This ball is driven along the ground or through the air by clubs of various shapes and constructions, to be severally employed according to the nature of the ground. Each player has his own ball and his own set of clubs, which latter are carried by an attendant, technically termed a "caddie."



The game is played as follows: A series of small holes, four inches in diameter, are cut in the turf at a distance of from one to four hundred yards apart, according to the capabilities of the ground, on the circumference of a great circle, and the rival players, starting from beside the first hole, work round the circle, each endeavouring to "make his holes" in a less number of strokes than his antagonist, and they count for game thus:

Supposing A and B to be playing, A makes his first hole in five strokes, B in six; A counts one to his game. The next hole B wins; they are now one and one. The next two perhaps they achieve in the same number of strokes. These count to neither, or what comes to the same thing, they are "halved." If A then manages thus to make more holes than B, he is declared winner by so many holes.

Space would fail to enter fully into the minutiae of the game; a few hints as to the correct way of standing and hitting, with some general remarks, are all that can be compassed here.

First, to hold and use the club. Grasp the handle with both hands firmly but not too tight, lift it slowly over the right shoulder (see left hand figure in cut), and bring it down smartly but steadily on the ball, letting the lower surface of the butt-end just skim the ground. The action should be more of a steady sweep than a blow, and the club must be allowed to follow on in its swing after the ball, and not be brought up abruptly after the stroke.

Accuracy and clean hitting are far more effective than hard hitting, and



should be specially studied: if the ball be only taken properly, a comparatively slight muscular exertion will send it an amazing distance.

But it is not only a true and correct style of hitting that will serve the purpose of the striker; it is indispensable that he should also *stand* correctly. A very slight error in this important item will entirely vitiate all the results of even the most scientific manipulation of the club.

The feet should be set firmly on the ground, about eighteen inches apart, the toe of the left foot opposite the ball, and at a distance exactly proportioned to the length of the handle of the club employed. If the striker be too near, the ball is liable to be taken by the heel of the club—technically “heeled”—and will have a tendency to the right of the direct line. If too far from it, the club is apt to take the ball with its “toe,” or extremity, thus “drawing” or “hooking” it to the left of the true line.

But this correct driving of the ball is, after all, only the very A B C of the game; the real triumph of skill is in accurate and judicious “putting” (pronounced as in *cutting*). When the ball has been driven up to within a few yards of a hole, the novice would suppose that the most important part of his work was over, whereas, on the contrary, the real struggle for the hole is only just going to begin.

So many circumstances have to be taken into consideration in making a “put” (pronounced as in *cat*),—the nature and “lie” of the ground; the strength required to traverse the exact distance and no farther; the position of one’s own ball, and very often the position of the adversary’s, which may chance to be between it and the hole; and last, though very often not least, the general condition of the game, by which must be decided whether to play boldly or cautiously. With all these against him, it will not be sur-

prising that as a general thing "putting" is the last thing in which a player acquires real proficiency. The right hand figure in the cut is making a "put."

For much of our information in this interesting game we are indebted to the kindness of Messrs. Chambers, to whose excellent little handbook on Golf and Curling we would refer those who desire further information than our limited space enables us to afford.

BASE BALL.

This game, which has attained an immense popularity in the United States of America, is nothing more nor less than a kind of glorified "Rounders." It is rounders, in fact, improved and reduced to a system; the two games bearing much the same relation to each other that the cricket of to-day does to the cricket of a hundred years back.

The following rules for the game are taken from those adopted and published by the National Association of Base Ball Players of New York, dated the 9th December, 1863.

1. The ball must weigh not less than $5\frac{1}{2}$ ounces, and not more than $5\frac{3}{4}$; and must measure not less than $9\frac{1}{8}$, and not more than $9\frac{3}{8}$ inches in circumference. It must be composed of India-rubber and yarn covered with leather.
2. The bat must be round, and must not exceed $2\frac{1}{8}$ inches in diameter at the thickest part; the length is left to the discretion of the striker.
3. The bases, four in number, must be securely fastened at the corners of a square whose side is thirty yards. They must be so constructed as to be plainly visible to the umpire, and must cover respectively a space equal to one square foot. The first, second, and third bases shall be canvas bags, painted white and stuffed with sand or sawdust; the home base to be marked by a circular iron plate coloured white. A similar mark shall also be used for the pitcher's post.
4. The base from which the ball is struck shall be called the home base; the first base is that on the right hand of the striker; the second, that opposite to him; and the third, that on his left. Chalk lines must be drawn from the home base to the first and third bases respectively, so as to be plainly visible to the umpire.
5. The pitcher's position shall be marked by two lines, four yards in length, drawn at right angles to a line from home to second base, having their centres upon that line at two fixed iron plates, placed at points fifteen and sixteen yards respectively from the home base. The pitcher must stand within these lines, and must deliver the ball as nearly as possible over the centre of the home base, and suitably for the striker.
6. Should the pitcher fail repeatedly to deliver fair balls to the striker, for the apparent purpose of delaying the game, or from any other cause, the umpire, after warning him, shall call "One ball;" and if the pitcher persists in such action, "Two" and "Three balls;" when three balls shall have thus been called, the striker shall be entitled to the first base, and each occupant of a base at the time shall be entitled to the next, without the liability to being put out.
7. The ball must be pitched, not jerked or thrown, to the bat, and a "balk" must be called if he make pretence or offer to throw the ball without doing so; or he be not inside his ground, or either foot be off the ground at the moment of delivery.

8. A balk entitles every holder of a base to make the next, with the same impunity as before.
9. If a ball from a stroke of the bat *take the ground, touch the person of a player or any other object*, between home and the first or third base, the umpire must call "Foul."
10. A player making the home base shall be entitled to score one run.
11. If three balls are struck at and missed, and the last one is not caught either flying or at the first bound, it shall be considered fair, and the striker must attempt to make his run.
12. *The striker is out* if a foul ball be caught either flying or at the first bound; or if three balls be struck at and missed and the ball be caught as before; or if the ball be similarly caught from a fair stroke of the bat; or if a fair ball, after being struck, be held by a player on first base before the striker touches that base.
13. Any player running the bases is out if at any time he be touched by the ball while in play in the hands of an adversary, unless some part of his person be on the base.
14. No ace or base can be made on a foul ball; such ball shall be considered "dead" and out of play until it shall be settled in the hands of the pitcher. In such case players running bases must return to those they started from, and in so returning may be put out in the same manner as the striker in making his first base.
15. No ace or base can be made when a fair ball has been caught *before* touching the ground. In such cases players running bases must return as above, subject to a similar risk of being put out. But *after* the ball has been so caught, players may start to run their bases at their discretion, subject to the ordinary risks of being put out.
16. The strikers must stand on a line drawn through the centre of the home base, their feet on either side of it, and parallel with the line occupied by the pitcher. Players must strike in regular rotation; the order agreed upon at the beginning being continued throughout the match, from innings to innings. The next man to the last man put in one innings being the first striker in the succeeding.
17. Players must make their bases in the order of striking, and when a fair ball is struck and not caught, as in Rule 15, players holding bases to which another player must of necessity run must vacate them and make for the next, subject to being put out as in Rule 13.
18. Players running bases must touch them, and so far as possible keep upon the direct line between them. Should any player run more than three feet out of this line to avoid the ball in the hands of an adversary, he shall be declared out.
19. Any player who shall intentionally obstruct an adversary in catching or fielding a ball shall be declared out.
20. If a player in making his base be obstructed by an adversary, he shall be entitled to that base, and cannot be put out.
21. If a fieldsman stops the ball with his bat or cap, or takes it from the hand of any one not engaged in the game, no player can be put out until the ball shall first have been settled in the hands of the pitcher.
22. If two hands are already out, no player running home at the time a ball is struck can make an ace if the striker is put out.
23. The game shall consist of nine innings to each side.

OUTDOOR GAMES.

In the same matches, nine players on a side shall constitute a full field. Should a striker stand at the bat without striking at good balls repeatedly pitched to him; after warning him, shall call "One strike," and, if he persists in such action, "Two" and "Three strikes." When three strikes are called, he shall be subject to the same rule as if he had struck at three fair balls.

THE GROUND.—For the purposes of this game it is necessary, if really fine play be contemplated, to have a sheet of turf smooth as a cricket-field. There is, of course, no necessity for the ultra-smoothness of the "between wickets," but the out-fielding ought to be at least as good in one as in the other. For men the field should be about two hundred yards long by a hundred and fifty yards broad; but for boys a field of considerably less dimensions will serve all reasonable requirements.

In laying out the ground, which had better be done permanently, it is well to start with the home base, which should be marked out about twenty yards from one end of the field; measure from this along the field one hundred and twenty-seven feet four inches for your second base. Now, for the first and third attach a cord sixty yards long, with a knot in the middle, to the rings of the home and second base, stretch this as far as it will go to the right for the first base, which will be marked by the knot, and to the left for the third. Mark also a point fifteen yards from the home in the direction of the second base for the pitcher's post.

The bases should be marked by letting a short stout post into the ground, just leaving the top flush with the surface, and a stout iron ring must be screwed into each as a point of attachment for the canvas cushions described in Rule 3.

The striker is left to follow his own fancy as to the length of his bat, and, so long as it is of wood, is not tied down by any regulation. Ash is, perhaps, the most generally serviceable, but willow will be, perhaps, preferred by those who like a light bat.

There is no rule as to the manner of handling of the bat, this also being left to the individual fancy of the player.

THE GAME.—The rules for striking and running are precisely the same as in "Rounders." Each player counts one to the score every time he completes the circuit of the bases, and *two* if he makes an *ace* or rounder, that is, gets all round and home off one strike.

THE FIELD.—The nine fieldsmen are placed as follows, their names indicating their positions: the *Catcher* or *Back-stop*, a few yards behind the striker, to stop the ball; the *Pitcher*, at the pitching-post, to serve the ball; the *Art-stop*, about ten yards behind the pitcher, as a near field and general inside the bases; three *Base-tenders*, one for each base, whose duty it is, when a runner is making for a base, to stand with one foot on the cushion and catch the ball. The other three, called respectively *Right-field*, *Centre-field*, and *Left-field*, stand well out in the positions their names indicate. Qualities are required in a fieldsmen for this game as in "Cricket": alertness, a safe pair of hands for a catch, extreme dexterity in stopping a ball, and above all, without which the rest will be of little use, perfect accuracy in returning it to the pitcher or base-tender as required.

An umpire and scorer are required, the former of whom must be in the rules of the game, and should see that they are rigidly

This will be found a very good game where suitable ground is procurable, and football: es vantage be cultivated at the slack time between is it suitable for those occasional hot days in which so sorely tempt the cricketer to disregard all prudential considerations as to the yet tender turf, and break the spell of winter too early. For such days, this game seems exactly suited: let us hope that, it may have at least a fair trial.



CURLING.

This game is in all its leading features nothing more than a game of bowls on the ice, only that, to suit the altered circumstances, instead of balls rolled over the turf of a "green," large flat stones are employed, which are caused to slide along the surface of a sheet of ice.



The Rink.

As a first preliminary, a figure is marked out on the ice, as in the accompanying diagram. This is called the "Rink," and may vary in length according to circumstances from thirty-two to forty-two yards. The circles at either end are called "Broughs," and the central mark in each the "Tee."

The object of the game is to get as many stones of one side as possible nearer to the tee than those of the other, only those inside the brough to count: exactly as in bowls, the endeavour is to lie up to the "Jack."

The stones employed are cheese-shaped, with flat top and bottom, with a handle on the upper side for the player to grasp them by. They must not weigh less than thirty pounds nor more than fifty pounds, and their greatest circumference must not be more than thirty-six inches.

Each player is armed with a broom or besom, with which he is allowed to sweep away any accumulation of snow that might retard his friend's stone, but he must not sweep snow *in* its way—that is, he may remove obstructions, but must not cause them. The opposite party are allowed to sweep before an adversary's stone *after* it has passed the tee, to help it as far away as possible from it.

If a stone does not pass the "Hog score" (see diagram) it is considered dead for that round, and is taken off.

This game is so like bowls in all its main features, and in fact in its whole theory and practice—the lying up to the tee, the knocking out of the adversary and substitution of one's own stone, all the manœuvring for a place, and the like—that the instructions given above for the one may well serve without iteration for the other; and for further particulars we must refer the inquirer, as before in golf, to Messrs. Chambers's handbook.



DOG-STICK AND SPLENT.

In the North of England a game is played which is a sort of combination of trap-ball, knurr and spell, and rounders.

A tongue-shaped piece of wood is made, as seen in the illustration, having one end tapering, and the other rounded and slightly hollowed so as to hold the ball. Instead of a bat, a rounded piece of wood, called a dog-stick, is employed. The origin of the name is rather dubious, as the stick certainly could not be used for beating dogs, a blow of it being sufficient to kill any ordinary dog. Players are very fastidious about the weight and balance of the dog-stick, and each has his own stick. The ball is made of boxwood, loaded with shot to make it heavier, and covered with a coating of stout leather.

There are so many rules for this game that we can do little more than mention that the principle lies in two points, namely, striking the ball beyond a certain distance, and calculating the number of stick-lengths from the splent when thrown up.

The out-players divide themselves into two bodies, one set spreading themselves over the field, and the rest forming in close line in front of the striker, and just behind the boundary-line beyond which a ball must be struck. They may stop the ball in any way, and usually do so with their hats or caps, in the crown of which a handkerchief is placed, so as to deaden the force of the

ball. The player is out if he twice successively misses the ball, or fails to strike it beyond the boundary-line; if it be caught by the enemy; if he cuts it behind the trap; or if, when the ball is thrown up, he indicates more than the proper number of stick-lengths from the trap.

When he has succeeded in striking a ball beyond the boundary, one of the out players throws it towards the splent. The striker may, if he can, strike the ball with his dog-stick before it touches the ground, and either stop it or knock it away from the splent. When it stops, he measures with his eye the number of stick-lengths between the ball and the trap, and calls out the number. The distance is measured by the umpire, and if the guess be within the mark, the number called is added to the score; if it be over the mark, the striker is out. Thus, if the ball be three and a half lengths from the splent, and the striker call four, he is out; if he call three, he adds three to his score. In any case he may not add more than five to the score, so that when the ball is palpably beyond five lengths from the splent the umpire calls "Five," and that number is added to the striker's score without measurement.

Owing to the hardness, weight, and velocity of the ball, this is rather a dangerous game for beginners, who ought to play as out-fielders for a long time before they venture to rank among the home players.

LES GRACES.

This game derives its title from the graceful attitudes into which it throws the body if properly played. Unfortunately, when badly played, it is about as ungraceful a proceeding as can be imagined.

The materials of the game are very simple, namely, a couple of slender sticks for each player, and two or more hoops of different sizes. The players stand at some distance from each other, and the object of the game is to throw the hoops backwards and forwards, catching and throwing them by means of the sticks.

The proper mode of throwing the hoop is as follows: Hang it on the sticks, and then cross them, so as to prevent it from falling off. Hold the sticks, with their points downwards, on the left side of the body, the left hand grasping one stick firmly, while the right hand holds the other loosely between the finger and thumb. Now raise the arms, point the left-hand stick in the direction which the hoop is meant to take, and with the right-hand stick throw the hoop, gliding, at the same time, the right-hand stick over the other.

These movements should be performed as one, without any pause between them; and if they are properly done, the hoop revolves rapidly, so as to keep it steady as it flies through the air. Unless this be done, it wobbles, or even turns over and over, in either of which cases the player to whom it is thrown can scarcely have a chance of catching it.

The hoop should be thrown tolerably high, and ought to be sent with such



accuracy, that if it were not stopped, it would fall on the head of the second player.

Catching the hoop ought to be done with both sticks slightly crossed, unless it be flung much to the right or left, when, of course, a single stick must be employed. Sometimes an unskilful player flings the hoop so that it presents its edge to the catcher. Even in this case an expert player will catch it by giving the lower edge a little tap with one stick, the effect of which will be to make the hoop fall over the stick.

Let me here warn the beginner against one mode of throwing the hoop, than which nothing can be more awkward. We have often seen players cross the sticks horizontally in front of their noses, stick out their elbows level with their ears, and throw the hoop by flinging both arms apart. Now, in this mode of throwing there is neither ease, grace, nor certainty. A properly thrown hoop ought to look quite steady as it passes through the air, and to be thrown so accurately that there is no difficulty in catching it.

With every good set of Les Graces implements there ought to be two hoops of a foot in diameter, and two of seven inches. The test of good play is to exchange the hoops, throwing them so that the small hoop passes through the large one. This feat looks rather formidable, but all good players can perform it, and the writer has done it repeatedly whenever he could find a steady partner whom he could trust. When the hoops are thus crossed, the larger hoop should be thrown first, so that aim may be taken with the smaller one.

LA CROSSE.

(*The National Game of Canada.*)

No apology is needed for introducing La Crosse to the sport-loving British public. The devotion of our kinsfolk, the Canadians, to this charming game is introduction enough for it; while no one can doubt that we have room for another good game.

It is to be observed that the rules of the game, as settled by the La Crosse Association, are now published for the first time. While still incomplete they appeared in some of the sporting newspapers, but in a form differing greatly from that finally adopted. One or more sets of Canadian rules have been sold in this country, but they have been unanimously abandoned by the clubs in favour of the Association rules here given. It cannot be doubted that these rules are greatly superior to the Canadian (at least for use in this country), and that they are the best which English experience has yet been able to devise.

It seems strange that England should sit at the feet of the foreigner for instruction in manly sports. The ancient home of cricket, football, and a host of minor games—the natural abode of all sport—she is accustomed to teach rather than to learn. Has not *le sport* become a French phrase, in the utter absence of a native word for such a purely English notion? And can any good thing come out of foreign parts? In matters of sport is not the world divided into two parties?—the one Greeks, the other barbarians; we being the Greeks, and all other nations whatsoever the barbarians.

Yet, doubters notwithstanding, there seems a good prospect of a beautiful foreign game becoming thoroughly at home among us. Like other importations, *La Crosse*, the illustrious stranger, has more grace and elegance about it than similar articles of home manufacture. There is nothing very graceful in football, thoroughly English game though it be. A "maul," with half a



dozen Britons kicking each other's shins, is perhaps amusing as a spectacle, and is certainly evidence of national pluck and good temper, but a foreigner may be excused for holding it in some contempt. Then again, too many of our games are dangerous. Certainly we have no maudlin horror of a spice of danger, for we remember that those who led the six hundred over Russian guns at Balaclava had learnt the trick from five-barred gates at home. We even think that square-leg to a hard hitter is no bad training for coolness at the "cannon's mouth." But while many bold spirits will always love the rough games for their roughness, many will welcome a safe game, second to none in excitement, as a boon of no small value. Plenty of men—especially under certain conditions of shins and knee-caps—curse the "Rugby rules" they are obliged to play.

La Crosse, beside being safe and yet exciting to the players, is beautiful and interesting to lookers-on, as we think all will admit who saw it played by the Indians at the Crystal Palace. This alone is high recommendation; but its chief merit lies not so much in the quantity as in the quality of the *exercise* involved. It gives as much running as cricket or football, if not a great deal more, and requires a quicker eye than any other field game besides cricket; but its *speciality* is that the running must be of *the best*. To succeed, a man *must* run steadily and in good form, since the ball is only allowed to be carried while resting on the crosse, a state of things it has a natural antipathy to. Just as the Austrian officers prove their graceful dancing by waltzing round the room holding a glass of wine, so may a man prove his graceful running by carrying on the slippery foundation of a crosse an India-rubber ball, and evading on uneven ground the attack of numerous and active foes.

We claim for La Crosse, then, that it is a pastime containing more *hidden*

drill than almost any other. A cricketer may satisfy the requirements of his village club in respect to batting, bowling, catching, fielding, throwing, without much improvement, in his bearing. At football shambling legs may give a vigorous kick, and arms may grip tight from shoulders almost as round as the ball itself. We lack a game which shall *enforce good bearing* on us *incidentally*. La Crosse does this. We defy a lad to play it well (and no one will find it difficult) without acquiring true grace in running, and, more or less, in every other action of his body. No better plan can be devised for making a man run well than giving him something to carry which he is liable to *spill*.

Let our reader try for himself, making only due allowance for the imperfections we always find at first in tools we don't quite understand.

ORIGIN AND NATURE OF THE GAME.—Though free from most national prejudices, we can quite forgive an Englishman who turns up his nose at the name, to begin with. What, one may ask, can a field game be good for with a *French* name? The objection is a natural one, but is easily disposed of: the game is *Canadian*, and originated apparently in pre-historic times amongst the noble aborigines of that country. The name was given by the French, its first European possessors, on account of the curved stick resembling a *crosse* or bishop's crozier. The name is not a very happy one, as it suggests *cross* in English. The French for that is *croix*, quite another thing. When more at home in England, it is too likely to be called the "cross." This is a matter of small moment, perhaps, but it is always well to keep up the proper derivation of words. To call a wooden hook a "cross" (as we already pronounce it) is absurd; to drop one *s*, and call it a "crose" would be far better, as suggesting the original meaning at once. The reform may be carried out some day, but at present we shall keep to the established spelling. (The French use the verb *crosser*, as "to bat, to strike aside with a bat," probably in the same way as we might speak of hindering or "crossing" a thing, or crossing its path with a bat.)

As to the nationality of our new game, even British conceit may be satisfied. Surely we can condescend to learn *athletics* from the North American Indians, who may well teach us "a thing or two in running." When the redskins first began to play La Crosse we have no information, but it is stated to have been first seen by Europeans when Charlevoix, one of the French pioneers in Canada, ascended the St. Lawrence. That was in the tribe of the Algonquins, who inhabited the country about Quebec and Montreal. Rather more than a century ago, a chief named Pontiac, hoping to surprise the English garrison in the fort at Detroit, collected parties of Delawares, Ottawas, and Shawanees in the neighbourhood. Knowing the skill of the supposed friendly Indians in playing La Crosse, the officers were in the habit of inviting them to play close to the fort. Pontiac directed that on one occasion a larger number than usual were to join in play, and that the ball, as though accidentally, was to be struck into the fort. A few Indians were to follow and search for the ball; this was to be repeated again and again, sometimes a number entering, sometimes only a few. When suspicion was lulled the ball was to be struck over again; the Indians were to follow in large numbers, and to attack the garrison with concealed weapons. The stratagem was put into execution and nearly succeeded, but the garrison discovering the nature of the visit before the Indians had penetrated to the strongest part of the fortifications, turned upon them and drove them back with great slaughter.

It was not until the last few years that the colonists generally began to take

up La Crosse. The first clubs were formed at Montreal, taking the game from an Iroquois tribe; since then it has spread rapidly through the "New Dominion," and now claims the title of the national game of Canada. To those who know the Canadians this will sound high praise. It must be a rare game indeed to satisfy that hardy race.

La Crosse was introduced into England in August, 1867, by Captain Johnson, a Canadian, who brought over a troupe of eighteen Indians, chiefly Iroquois, but including representatives, it was stated, of the Onondagas, Cayugas, Senecas, Oneidas, Mohawks, and Algonquins. Of course they were not all of pure Indian blood. They first made a tour in the United States, and then came over here. The "Field" of August 3rd contains the following:

"Captain Johnson brought over eighteen Iroquois Indians in the *Peruvian* last week, for the purpose of introducing the national game of Canada into England. The Iroquois tribe inhabit Lower Canada, near Montreal, and several of Captain Johnson's company were the same that performed the game before the Prince of Wales when in Canada in 1860. On Tuesday last a private performance took place at Beaufort House, Walham Green, under the patronage of Lord Ranelagh, at which members of the Press and a few friends only were present. The Indians looked very smart, dressed in their blue and red drawers, the chiefs of each side being distinguished by feathers in their caps and other ornaments." After this public performances were held at the same place, and then for some time at the Crystal Palace. Canadian authorities all agree in praising the game as one affording great pleasure to the looker-on; of course this is hardly felt yet in England, as not many players have attained to really good play. One Canadian book speaks of "the strange wildness and beauty" of the game, and these terms we do not think misapplied.

The various attempts made to define the game in few words have not been happy. "A combination of football and hockey," is perhaps better than "a sort of hockey;" but it has this drawback, that no greater offence against the rules can be committed than to introduce either hockey or football into the game. Striking the ball hockey fashion is strictly forbidden; so is kicking, throwing, or even catching it. Football played with racket bats would be nearer the mark.

Be this as it may, La Crosse is a ball game, played by preference with an India-rubber ball. Two goals are erected, as in football, and the object is to drive the ball through them by means of the crosse alone. Stations are assigned to the players in different parts of the field, but there is this remarkable difference, that no "off side" rule exists; indeed one player is always kept close in to the enemy's goal. Owing to this plan the game is very sociable, as the men usually find themselves placed in pairs (foemen, of course) about the field, and can chat away in comfort. As far as practicable the hands and feet are forbidden from touching the ball. "Running in" (called "dodging" by the Canadians) is the principal feature of the game, the ball being carried on the crosse. The crosse is a hooked stick partly filled in (tight) with a netting, something in the manner of a racket bat. Running with the ball, as has been said before, is soon learnt, but evading hostile attacks gives scope for life-long study: if hard pressed the runner throws the ball (with the crosse) to a friend, probably in advance of him, and there is no off side rule to prevent the friend from at once continuing the running. The ball should be stopped by the crosse. Experienced players learn to catch with it, and are equal to a catch of thirty or forty yards or more. Throwing the ball requires great judgment

and great skill; quickness of thought to decide the right direction, and skill to send it straight. Turning round and throwing back over the head is the usual way. The rules about going out of bounds, &c., &c., are of the plainest kind, and contrast favourably with even the simplest code of football rules.

In July, 1867, the National La Crosse Association of Canada was formed, to improve, foster, and perpetuate the game of La Crosse as the national game of our dominion." Its rules (with a copy of which we have been favoured through the courtesy of its secretary, Mr. W. George Beers, of Montreal) are very full, and admirably drawn up. The rules of the game differ slightly from those adopted in England. The difference will be explained further on when we come to discuss the English rules. The Canadian rules are much more minute than ours, and seek to provide laws for all sorts of matters which we in England prefer to leave to honourable understanding amongst the players. The close directions given for the guidance of umpires, and the care taken to insure fair play, show that La Crosse is really a national game, exciting great and general interest. The colonists have not been schooled in the continual playing of games where written laws are unknown, so they pile up safeguards as if the combatants were going to law instead of playing a match; but though too minute for us, their laws are well framed. It may some day be necessary to follow their example, but while the game is young the good feeling of the players can be depended on.

The Canadians, according to letters received, are looking forward to international matches with the old country. We dare not try such an experiment this year, but in 1869 surely some of our clubs will be proficient enough to give a worthy reception to the travellers from the New Dominion.

When first played in England, the rules of the Montreal La Crosse Club (adopted prior to those mentioned above) were followed by the various clubs; but not finding them quite satisfactory or quite adapted to English ways, the leading clubs agreed to form a La Crosse Association, the laws of which should be binding upon all clubs. The same thing has been done in football with very fair success, considering that various local ways of playing that game have existed for ages. In La Crosse there are no local rules to excite opposition, and all the clubs are desirous of starting with similar rules. The task of the Association is thus made easy, and the wisdom of forming it proved.

Some of the earlier supporters of La Crosse believed that they had found a game for "all the year round." We scarcely go so far as this; it is a very fatiguing game for hot weather, while all our admiration for it would not induce us to set up a rival to cricket; winter and spring are its seasons. It is not as a rival but as an auxiliary to cricket that we would recommend it, and if we are not mistaken it is amongst cricketers that it will find its chief supporters. Above all winter games it is a game of SKILL, and that is what cricketers have hitherto sighed for in the winter.

The rules of the La Crosse Association are here described:

THE RULES OF THE GAME.—The rules of the game, as settled by the Association for the acceptance of all the associate clubs (they were confirmed on the 12th February, 1868), are as follows.

1. **THE CROSSE.**—The crosse may be of any length, but the woven network must not be bagged, nor of a greater width than one foot.
2. **THE BALL.**—The ball shall be of solid India-rubber, not more than nine or less than eight inches in circumference.
3. **THE GOALS.**—The goals shall be upright posts seven feet apart, with

a tape or bar across them six feet from the ground; when practicable they shall be placed at not more than two hundred and fifty nor less than one hundred and fifty yards apart, and the ground shall not be more than one hundred nor less than sixty yards wide.

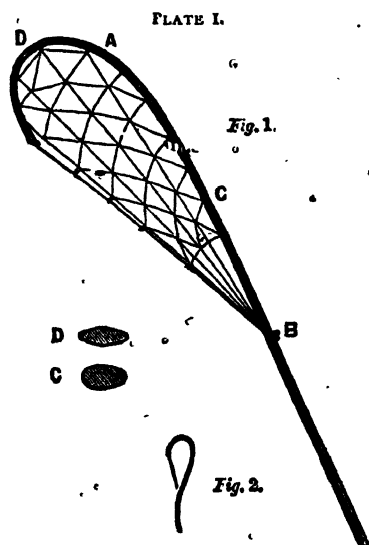
4. COMMENCING THE GAME.—The game shall be started by the ball being placed on the ground opposite the centre flag, between two players on opposite sides, who shall "tussle" for the ball with their crosses. This is called "facing."
5. BALL OUT OF BOUNDS.—When the ball goes out of bounds it shall be thrown in by the player who first touches it with his crosse. When it goes behind goal without passing through goal, it shall be thrown out by one of the players behind whose goal it has passed.
- 6 & 7. TOUCHING THE BALL WITH THE HAND.—The ball must not be caught, thrown, or picked up with the hand, except in the case provided for by Rule 7; but a ball coming in the air may be blocked or patted away with the hand to protect the face or body; otherwise it must not be touched.
7. Should the ball lodge in any place inaccessible to the crosse, it may be taken out by the hand and immediately placed on the crosse.
8. STRIKING AND KICKING THE BALL.—The ball shall not be hit while on the ground, or kicked.
9. SPIKED SOLES.—No player shall wear spiked soles.
10. OBTAINING A GOAL.—A goal is obtained when the ball is caused to pass between the goal-posts and under the bar or tape, in any manner whatever by one of the defending side, or in any manner not forbidden by these rules by one of the attacking side.
11. HOLDING AND PUSHING.—Players shall not hold each other, nor grasp an opponent's crosse; neither shall they deliberately trip, strike, or push each other.
12. THROWING THE CROSSE.—No player shall throw his crosse.
13. CHANGING GOALS.—After each game the players shall change goals, unless otherwise agreed.
14. DECIDING A MATCH.—A match shall be decided by a majority of goals won during the time specified for play.
15. NUMBER CONSTITUTING A FULL SIDE.—Twelve players shall constitute a full side.
16. CHANGE OF PLAYERS.—No change of players shall be made after a match has commenced without the consent of both parties.
17. ALTERATION OF RULES.—No change shall be made in the foregoing rules except at a general meeting of the La Crosse Association. Should any alteration be deemed necessary, notice of it must be sent to the secretary in writing three weeks prior to the general meeting; and the terms of the proposed alterations shall be advertised in such sporting papers as the committee may direct two weeks prior to the general meeting.

THE CROSSE.—"The crosse may be of any length, but the woven network must not be bagged, nor of a greater width than one foot." The usual length is from four to five feet, but most players like it short rather than long, and reduce the length to about four feet by cutting off part of the handle. The Indians use larger crosses than have been adopted in England, though they probably did not exceed the breadth of network here given. The best speci-

men which has come under our notice had been reduced by the owner to less than four feet in length, the network was nine inches in width, and the weight of the whole scarcely exceeded three-quarters of a pound. Though probably too short, this crosse seemed to us otherwise perfect.

There is little or no advantage in a large crosse. It is more cumbrous to handle, and more likely to get broken. For catching the ball the small and handy crosse is just as good, success depending most upon a careful eye. If the eye is not careful it is well it should be trained. With a small span the netting is not so likely to bag.

Plate I. represents the crosse above alluded to. It was obtained from Mr. Roberts, a Canadian, who was appointed by Captain Johnson his agent in



England, and who has been at great trouble to introduce the game amongst us. Roberts has correctly appreciated the English taste for refinement and finish in all the appurtenances of sport, and comprehending that we wish to make the game skilful rather than easy, has improved considerably on the original instrument. He has lately appointed J. Lillywhite, of 10 Seymour Street, Euston Square, his sub-agent, in order, we presume, to reach the larger circle of his world-wide cricketing connection. The price hitherto asked—eight shillings and sixpence—is unreasonable, and must be reduced, or the trade will fall into local hands. In Canada a crosse of the best make costs under a dollar, so that from four to five or six shillings ought to be the limit in England.

The stick may be either ash or hickory, but hickory is the lightest, strongest, and best. There are some variations in the shape to which it is bent, but we prefer

that shown in Plate I. Sometimes the handle is curved back, as at Fig. 2 in Plate I. This gives a more symmetrical appearance, perhaps, but is really no advantage in carrying the ball, which rests against the stick at A, and not in the centre of the net. The handle part is round or oval; beyond the pin B, it takes the shape shown in section at C, one side being tapered to allow of holes being made near the edge for fastening netting. The stick then gets gradually thinner, until at the top of the crosse, where the curve is sharpest, it takes the section shown at D. At the tip it thickens again; about an inch from the tip a hole is made through (in the plane of the crosse, not through from top to bottom). A string is put through this, and both ends are made fast round the pin, B: this gives two strings near together to form the edge of the net, and serves to hold the stick in shape. Three other strings (four in Canada) are then stretched from the pin to the top of the crosse, and diagonal network is fastened to these and to holes down the stick at the side. A badly woven net will be dear at any price, as it will certainly "bag," and render the crosse unfit for play.

The Canadian rule places no limit to the width of the crosse, though it forbids a baggy net by the simple test of its remaining "flat when the ball is not on it." It then says: "A leading or outside string above the level of the others may be used. It may rest on the top of the stick, but must not have anything under to increase its height."

Now, as this *leading string* is allowed in Canada, and is not forbidden by the English rules, we presume it must be considered admissible. It is, however, in our opinion, most objectionable, and we understand that the best authorities (though La Crosse is young yet to talk about "authorities") are of the same opinion. It gives a clumsy player an advantage, by preventing the ball from rolling off his crosse when he inclines it the wrong way. But the ball has no business on that side of the crosse; its proper place is against the stick, which gives ample protection already. A "balustrade" on the other side is quite out of place, and we condemn it at once. Fortunately, it will be of little or no use to good players, and will prove only a snare to the bad ones who adopt it, leading them into careless ways of carrying the ball.

The stick should not be more than an inch thick at the *bundle*, and rather less than an inch wide in the curved part; the *handle* may be covered with string, or otherwise roughened, to give better hold.

The crosse is always carried so that the wood forms the right hand edge of the net, as in Plate I. The best are made with a slight *shder*, as a shipbuilder would say, so that they do not lie quite flat on the ground, the ends being rather higher than the middle; this helps to keep the ball on, and shows at once when the crosse is upside down.

The best material for the net is strong *gut*, in pieces of good length, so as to have as few knots as possible. Moose-skin is also liked in Canada, and various kinds of string have been tried. But there can be no doubt that the best gut is the proper stuff, and is alone likely to be used in England. At B is a wooden peg round which the strings are fastened; this is better than drawing them through a large hole, as is sometimes done. From B to the top of the crosse is about two feet five inches.

THE BALL AND THE GOALS complete the simple apparatus of the game. The dimensions of the ball were fixed without reference to the Canadian rule, after trial of different sizes. It may therefore be assumed that a circumference of between eight and nine inches (which is also adopted in Canada) is the best. By a "solid India-rubber" ball is meant one which will not collapse; India-rubber with a wood core, and plain India-rubber with a small hollow in the centres, have both their supporters. For our own part we advocate the wood-cored ball, too much springiness being undesirable. The ordinary hockey ball sold by Lillywhite and other makers at eightpence, or say twelve or fourteen shillings a dozen, is just the thing. The ball will last a long time, and may practically be left out of the calculation of expenses.

We prefer a light crosse, and not too light a ball. With a very light ball the temptation to *hockey* is increased; with a relatively heavy one it becomes difficult, and not worth the certainty of detection, a light blow at a heavy ball being useless.

The goals are marked by simple poles, flags, and tapes or bars, just as in football and other games. A fifth pole is planted at the centre of the ground; the Canadians draw a line six feet in front of each goal, "within which no opponent shall stand unless the ball is actually near or nearing the flags." Our Association, wisely we think, leaves this point to the good feeling of the

players, who are of course expected to leave the goal-keeper full room to act, unless actually engaged in attacking the goal. It is hardly a case for a rule, the necessary exceptions being so large and vague as to make its observance little more than a matter of taste.

THE GROUND AND THE PLAYERS.—It would seem that in Canada the game was once played over very long distances and rough ground; but the "pale-faces" bringing less wind and more science to bear upon it, the distance was gradually contracted. One Canadian book recommends that half a mile be not exceeded, but we have heard of two miles between the goals. We think that game must have "blown" even the Indians. Boundless prairies being scarce in England (especially in suburban districts), a limit has been fixed at two hundred and fifty yards, which we think quite sufficient; one hundred and fifty is made the minimum. The breadth of the ground must not be less than sixty or more than one hundred yards. Of course a club may use a smaller ground, but matches *must* be played according to the rule given *when practicable*. The Indians thought nothing of a few trees or a small forest on the ground, with gullies and holes *ad lib*. Englishmen will try for the best and smoothest ground they can get; but the game *can* be played anywhere, which is one among its many advantages. The boundaries of the ground must be marked in the usual manner.

PLATE II.

The distribution of the players is a matter on which doctors disagree. All rules appoint a *Goal-keeper*. A few yards in front they place *Point*, and farther on *Cover-point*. Close to the middle flag is the centre or *Facing-man* belonging to each side. The man stationed next to the enemy's goal is called *Home*; he should not stand directly before the hostile goal-keeper, but to one side. The other players, disposed pretty well at the discretion of the captain, are called *Fielders*. One forward player is usually put in advance of the centre flag, close to the enemy's cover-point. Each side has a man standing behind each facing-man, or behind its own facing-man only, to take the ball from him if he succeeds in getting it away from his opponent. Plate II. shows a plan much liked by the Richmond La Crosse Club.*

Although some of the names have been borrowed from cricket (before the game was brought to England), yet the arrangement of the players has nothing in common with that game. Cricketers object to the piracy strongly, and would substitute "first out" and "second out" for "point" and "cover-point." As, however, the names have a firm hold in Canada, and are certainly convenient as well as pithy, we shall retain them in speaking of the different stations.

In placing his men the captain will derive valuable hints from any experience he may possess of the same duty at football.

The players are supposed to keep pretty well to their stations, especially

* The marks O and X representing players of the respective sides.

goal-keeper and point. Nothing spoils the game more than every one joining in a free fight over the ball. Of course a man who has got the ball may run with it as far as he can, but it is quite sufficient to have two or three "checking" or opposing him; if more come they merely prevent each other from using the crosse effectively, and most likely leave open the way to their own goal. Beginners hunt the ball in a pack, and will never learn better if not kept in strict order by their captains. We call particular attention to this practice: it renders the game ridiculous as a spectacle, stops all play properly so called, gives rise to disputes and unfair practices, and turns the game into a poor kind of hockey; it is, in short, one of the greatest drawbacks the game has to encounter.

PLATE III.



The *facing-men* commence the game by standing as in Plate III. At an agreed signal they "tussle" for the ball, trying either to press away the opposing crosse and drive the ball straight on, or to disengage it and roll it back between their legs to the men of their own side standing behind them. The fear of breaking the crosses prevents too much roughness. It is prettier and more creditable to get the ball by finesse than to drive it on by brute force. (See Rule 4.)

Twelve players, by Rule 15, constitute a full side, but of course fewer can play. The English rule as to changing players—only with the consent of both parties—is simpler than the Canadian, which includes matters we prefer leaving to "public opinion." In Canada no one can play in a match who has not belonged to his club for thirty days, which shows that the spirit of the Voltigeurs, Oscillators, and other famous rowing "clubs," is not unknown in Canada. At present we may consider ourselves safe from combinations of famous *La Crosse* players into quasi clubs, for the purpose of carrying off prizes (!)

Goal-keeper's duties are obvious: he must not quit the goal. *Point* must on no account leave his post, which ought not to be more than twenty yards in front of goal-keeper. He should be the best *checker* on his side ("checker" is the Canadian name for any one essaying to stop a player "running in," with the ball). *Point's* particular function is to let no one get past him with the ball, but to oblige it to be thrown from a safe distance at the goal. If the runner were allowed to get close to the goal, and then throw the ball, goal-

keeper would have little chance of stopping it. Point is the outwork who obliges the foe to uncover his batteries at a certain minimum distance from the citadel. When the foe "throws in," it is for his "home" to get the ball and complete the work, and for goal-keeper to show cause to the contrary. Cover-point may be dispensed with, but not point. Goals are changed after each game (Rule 13) unless otherwise agreed. Rule 10 defines a game as won "when the ball is caused to pass between the goal-posts and under the bar or tape, in any manner whatever by one of the defending side, or in any manner not forbidden by these rules by one of the attacking side." In other words, the goal counts if got accidentally by the defenders, but only if obtained fairly by the attacking party. The question of umpires, on which the Canadian rules enlarge so freely, is best left to be settled by agreement. Umpires are scarcely required in such a game, unless the match is considered a very important one. If the ball bounds through the goal off the person of a player it counts all the same, provided it was not unfairly propelled in the first instance.

The arrangement which appoints goal-keeper, point, and the hostile "home" as the three men always close to goal, is a good one, and should be adhered to. If a captain chose to put two "home men," his opponents would be obliged to have two goal-keepers, and the anticipated gain would be lost. As irregular posting, therefore, cannot pay, it should never be tried, for any system of massing the men together is certain to spoil the game. No two of a side should be close together except goal-keeper and point.

The Canadian rules direct that spectators must not stand within twenty feet of the goals. The rule is a good one, and ought to be enforced in England, when possible, as part of the "unwritten law." It is, however, best left so, being scarcely a fit subject for formal enactment.

The Canadians decide their matches by three games out of five; we, by Rule 14, decide it "by a majority of goals won during the time specified for play." This is simpler and better in every way. A five-game match might be interminable.

When the ball goes out of bounds at the sides it is to be thrown in (by the *crosse* of course) by the first player who touches it with his *crosse*. Having touched it, he may get it on his *crosse* at leisure, and is not to be "checked" or baulked while throwing it. He should throw it straight in from the spot where it passes the boundary. When the ball goes behind either goal-line it must be thrown in, *straight*, by any player of the side behind whose goal it has passed, who is also to be allowed a fair throw. The best man to throw out is usually the goal-keeper. The ball, for obvious reasons, should be thrown out to one side of goal. (Rule 5.)

STOPPING THE BALL.—UNFAIR PLAY.—The main distinction between La Crosse and all other ball games is that in the former the ball is manipulated "an instrument, and not directly by the hand. The same is the case in bats and rackets, and to some degree in cricket. But in these games the instrument is used only for *striking*, while in La Crosse striking, carrying, catching are equally performed by it, the direct use of the hand being *essentially* foreign, and even hostile, to the game. In drawing up rules it is not easy to meet all the cases which may arise, but this is the *spirit* of the game as played in England. The Canadian rules allow the *goal-keeper* "to stop the ball in any way." This rule has been rejected by our Association, and we think very properly. In the first place, there is no rule to forbid the ball being stopped by the feet or body, and it is even permitted to stop it by

the hand to *protect the body or face*. It seems to us that stopping by the hand is really a matter of little importance, for in nine cases out of ten, if the hand can be stretched out, the *crosse* can be stretched out to much greater advantage. Nevertheless, if *stopping* by hand were allowed, it would soon lead to *catching* and *throwing* by hand, both of which are strictly and rightly forbidden. For this reason, then, the ball must not be touched by the hand while in the air, except to protect the person, and this exception must be jealously watched (Rule 7). We see no advantage in arming the goal-keeper with an exceptional power, which after all is of little value, and which can only lead to dispute. The feeling of the La Crosse conference was unanimous on this point, as indeed it was on nearly all the alterations made in the rules.

The ball may be stopped with the foot when coming along the ground. To make a rule to the contrary would be to invite endless dispute, though foot-play is almost as obnoxious to the game as hand-play. However, in almost every case the *crosse*, in the hands of a practised player, will be a better stop than either the hand or foot. Thus the evil will defeat itself, and no great harm be done. *Kicking* the ball is quite a different matter. Rule 8, forbidding it, must be strictly enforced, or the game loses its character entirely. If men are allowed to get careless about kicking, they will be rushing into "scrimmages" for the sake of a sly kick. If prevented from kicking they will find that scrimmages do not pay. A mob of men packed too tight to use their crosses, and not allowed to kick, will find themselves wasting a good deal of energy, and will soon see the wisdom of scattering. A goal obtained by kicking does not count, though at other times a purely accidental kick—which cannot always be avoided—must be excused. Rule 8 also provides that the ball shall not be *hit while on the ground*. This by no means forbids its being struck at by the *crosse* while in the air or on the bound. It would be useless to authorize the ball being *stopped* by the *crosse*, and then to forbid its being *struck* under the same circumstances, as the difference consists merely in the amount of forward movement given to the *crosse*—a matter which no rule can touch. An unsuccessful stop or catch may be a stroke without being intended for it. Striking the ball in the air does not come under the head of hockey, as it will probably take effect by the network, which is not capable of giving a very hard stroke. But striking the ball on the ground is simply hockey, and is forbidden. While on the ground it cannot be struck by the net, so that any offer to strike is an attempt to use the stick part of the *crosse* as in hockey. Pushing or spooning the ball in the attempt to lift it is lawful, but not striking. *Swiping* is the word used in Canada: it means a deliberate swing of the *crosse* round upon the ball. It is considered dangerous to the other players, and destructive to the *crosse*, and at any rate is wholly unlawful. Swiping at a ball in the air is probably included in the condemnation. It should not be done, though our rules do not exactly forbid it, and could not without leading to disputes.

The one case in which the ball may be touched while on the ground is met by Rule 7.—"Should the ball lodge in any place inaccessible to the *crosse*, it may be taken out by the hand and immediately placed on the *crosse*." This is a very important rule, and deserves attentive consideration; though it may be observed that most grounds likely to be chosen for matches are too level for it to happen often.

The rule should always be rigidly construed: make it a point of honour to avoid using the hand whenever possible, and keep a very sharp look out on

breakers of the rule. No one is likely to use the hand on even ground, because, even if hard pressed, he can pick up the ball quicker with the crosse than with the hand. It is only on *rather* difficult ground where men will try to save time by unfairly revoking this rule.

The ball when picked up must be placed on the crosse *immediately*; it must not be kept an instant in the hand. The Canadian rule is that the ball, whenever taken up by the hand, must "be faced for with the nearest opponent." Our Association rejected this in the interests of simplicity, and not because there was no good in it. Who, for instance, is to decide who is the *nearest opponent*? In favour of the English view it may be said that if a man gets the ball on his crosse and runs off with it before his pursuers come up, he is fairly entitled to the advantage; while, if they come up, they have a good chance of knocking the ball off his crosse, or even of getting it first. When once he has the ball in his hand, he must be allowed to place it on the crosse without hindrance; and his hand may not be held. Though the Canadian rule seems fair, it may be remarked that under it a man loses all the advantage of being first after the ball, if only it happen to go into a hole, and that men might be tempted to throw the ball purposely into such places, for the sake of the breathing-time which a solemn "facing" will afterwards allow them. The English rule may want revision some day, but at present we think the Association has decided for the best.

Of course, if the ball goes out of bounds "in an inaccessible spot," it becomes the prize of the first man who touches it with the hand, and who is at liberty to place it on his crosse by hand. But if accessible, it must be touched (and afterwards taken up) by the crosse.

The rule about spiked soles is sufficiently plain and desirable. Mocassins, which can be obtained of the Mr. Roberts before mentioned, are better than shoes or boots, provided you are sure of your ground, and are not afraid of stepping on a sharp stone.

Rule 11 must be strictly enforced, as embodying one of the essentials of the game, which, though it requires both nerve and endurance, boasts of being a *gentle* game. "Players shall not hold each other, nor grasp an opponent's crosse; neither shall they deliberately trip, strike, or push each other." Tripping and striking we need not enlarge upon, but pushing and roughness generally cannot be looked after too sharply. Holding an opponent is bad enough, but holding his crosse is worse. You are at liberty to strike it or knock it up or aside with your own crosse, but never with the hand or foot.

At the same time never *throw* the crosse: this rule (12) may seem laughable to some, but it was found soon after the game was introduced into England, that men took to throwing their crosses at the ball on an opponent's crosse when not near enough to touch it fairly. The manœuvre was only too successful. Though obviously unfair, there was no rule against it, so the Association has made one.

PICKING UP AND CATCHING THE BALL.—The ball should be picked up by the crosse as you pick up a racket ball. Go at it hotly, and you are sure to fail. Violence saves no time, be you ever so hard pressed. If running fast, and on rather *uneven* grass, you may get the ball up by simply pushing the top of the crosse (D, in Plate I.) under it, with a sharp, lifting motion; tipping up the crosse to prevent the ball falling off again. If the ground is very smooth, there is, however, a chance that the ball will merely be struck forward, and not picked up at all. It certainly will be so if a tuft of grass or any other

obstacle in front prevent the edge of the crosse from getting fairly *under* the ball. It need scarcely be said that a good *edge* to the top of the crosse is indispensable. You never, unless under very unusual circumstances, roll the ball on to the crosse by any other part than the top. For the few inches forming the top or head, therefore, the stick is brought to the lozenge section shown in Plate I., and this is the only right form.

The more usual and safe way of picking up the ball is a little troublesome to learn, and obliges a partial stoppage if it has to be picked up on the run. Stretch out the crosse on approaching the ball, and catch the latter by the inside of the top part of the stick—*hooking* the ball, in fact. Draw it sharply *towards* you, and while the ball is still in motion bring back the crosse and push it underneath. As the crosse is presented to the ball while it is still rolling towards you, it would probably roll on of itself, but you should help it by pushing the crosse as directed. There will be little danger of striking it away from you, even if the edge of the crosse is presented not quite on the ground. In offering the crosse, the body should lean forward, so as to get the handle near the ground. This diminishes the incline the ball has to ascend, and assists in getting it over the stick. Directly the ball is on, tip up the crosse, and cant it slightly over to the right, so that the ball may rest against the stick near, but not too close to, the top.

When the ball is flung towards you, and runs along the ground, you can usually pick it up by holding the crosse to it at an angle, with the top on the ground: the ball will run up the incline. When coming hard, it may run up and jump into the face or over the head, if the crosse is not inclined sufficiently. If coming very fast, it can only be stopped and picked up afterwards. If coming on the bound gently, it should be received on the crosse (inclined, of course); if hard, block it with the crosse inclined forwards, so as to throw the ball straight down on the ground: catch on the rebound.

As to catching the ball when coming in the air, there is not very much to be said, except that it requires much the same qualities as catching a ball in the hand. Receive the ball on the net, and of course drop or draw back the crosse slightly at the moment of contact. A practised hand will catch the ball with more facility than can well be imagined, even when it comes straight breast-high, or even overhead. When coming straight at you above the waist, hold the crosse perpendicular to stop it. As the ball commences falling, follow it with the crosse. A rapid twist of the wrist will revolve the crosse from above to beneath the ball, which will thus be caught.

Catching is entirely a matter of practice, joined with natural aptitude.

RUNNING WITH THE BALL.—Called “dodging” by the Canadians. To throw the ball well, to catch it on the crosse, and even to pick it up, require more dexterity than most exercises. But the chief interest of the game lies in running with the ball; to do this properly needs high qualities, among which *coolness* stands pre-eminent. It seems so easy to drop the ball from the crosse, and so difficult to avoid the blows of the same far-reaching weapon, that one doubts at first how a good “run in” can ever be accomplished. Yet it is done continually by good players, and it may even be said that, man for man, the attack is stronger than the defence.

Plate IV. shows the position in running with the ball. The crosse is inclined more and more in proportion to the speed, the ball being kept in its place by the pressure of the air in front. The crosse is canted to the right, that the ball may rest against the stick, which, as already stated, forms the *right edge*

of the crosse. That, at least, is the way most players prefer to carry it, though in Canada it seems to be turned either way. The matter is immaterial, of course. With the light crosses used here one hand is sufficient. (Perhaps there will be a one-handed *versus* two-handed controversy some day, as there is now in cricket.) Steadiness and watchfulness are required to keep the ball on the crosse, and slipshod running will soon bring it to grief. However, it is easier than it first appears.

When intercepted by an opponent, and unable to get past without fencing (discretion is much the best part of valour when running in), prevent your crosse being struck, if possible. It may sometimes be saved by transferring it to the left hand, or even behind you, but you risk dropping the ball in this. If pressed hard, throw up the ball over the enemy's head, and darting quickly on before he has time to turn, catch it in its descent. This is a pretty piece of play, and is often done with success. It needs strength of wrist. A slight jerk of the crosse *from the wrist* throws the ball over the head of the "checker."

PLATE IV.



Another way is to throw it in the same manner to your right, darting off immediately to catch it. The chances are you get the start, the enemy not being previously prepared, as you are, for the movement. Still a good "checker" will not be soon got rid of, and it may become necessary to *throw* the ball either at the goal, if near enough, or to another of one's own side. A "checker" may be kept at bay by turning the back to him, which makes it difficult for him to reach your crosse, and at the same time puts you in the best position for throwing if necessary. In reaching past your side to strike your crosse, he gives you an opportunity to turn to the other side and run on.

A vigorous, charging sort of run does not pay at all, at least with good players. Quickness and suppleness are the chief things to attend to. Mind while engaged in front you are not also attacked from behind. When there are two to one it generally becomes expedient to get rid of the ball at once. When near enough to the goal, throw to your "home man" without trying to get too close.

It is well to wear gloves, to save the knuckles from blows of hostile crosses. The art of "checking" is of course analogous to "dodging." Given an active

man, with a crosse in his hand, and a ball to be knocked off another man's crosse, and we think he may be pretty well left to self-instruction.

It is assumed that a runner will seldom get beyond "point" without having to throw. Goal-keeper's chief duty is therefore stopping balls thrown, though sometimes he must engage in "checking." If it comes to this, the goal is in no small danger.

It need scarcely be said that in field play both "dodging" and "checking" is the soul of the game. Both branches must be studied before a player can become perfect in either.

A good plan is to strike the "dodger's" crosse down with the edge of your own; but so as not to hit the ball, which will forthwith jump into the air and give you a good chance of catching it.

THROWING THE BALL.—Throwing the ball over the head of an opponent by a jerk of the wrist has already been mentioned in the chapter on running. The same movement may be employed in throwing the ball short distances, but it can hardly be reckoned amongst the "methods" of throwing. We do not intend to divide the chapter into thirteen sections, devoted to as many styles, as the Canadian book before mentioned does, for we confess we cannot find so many; but there are two or three which require separate description.

The Indians trusted more to throwing and striking the ball to long distances than to running with it. The "white" practice lays more stress upon running, and enjoins that the ball shall only be thrown when its possessor for the time can run no farther, owing to the opposition he encounters.

When "checked" hopelessly by an enemy, the runner should throw the ball to a friend farther advanced or more free to advance than himself. The commonest plan is to turn the back to the checker, or rather to the person you desire to throw to, and then throw straight overhead. The finish of the movement is shown in Plate V. It is surprising how straight a throw can be made in this manner, and how well distance can be calculated by a rapid glance over the shoulder before throwing. The ball can be sent to a long distance if required. Turn quickly round, slanting the crosse sideways as you do so to prevent the ball flying off; put the left hand to the handle above the right, which slide down to the end; then raise the crosse over your head with a quick motion, partly from the shoulder, but chiefly from the elbow; stop it suddenly before the hands touch the face, and the ball will fly off with great velocity. It is easy, with a little practice, to give either a low and swift throw or a high and slow one; the latter being the easiest for a friend to catch, and the former the hardest for an enemy to stop. A man checking you is baulked by having your back turned on him, which makes it hard for him to reach your crosse. While he is trying at it, you throw in this way right over him. This *overhead throw* may be regarded as the standard throw, and as the most generally useful.

A very good method for a short, vicious throw at goal, is to bring the crosse to the shoulder and throw out straight in front. It requires practice, as the



ball may be easily dropped. Keeping the crosse level, you bring it round towards your right side, but pointing straight out from the body. At the same time raise the arm and the crosse; swing the latter round, using the hand as a pivot, until the net is over the shoulder, and level enough for the ball to remain on. In coming round the fingers instinctively change their hold on the handle, and the wrist gets bent back. With a sudden spring from the elbow and wrist you swing the crosse upwards and forwards, and drive the ball both hard and sure. The difficulty lies in bringing the crosse round to the shoulder without dropping the ball. Besides this *throw from the shoulder*, there is what we may call

The *underhand throw* (to borrow another name from cricket). In this you face the mark you throw at, and jerk the ball up off the crosse straight before you. It requires no change of position, and therefore can be done quickly; but it is the weakest throw of all. It is, however, accurate, for you have the advantage of a good view. You cannot throw this way *with a low trajectory* (to use a term well understood by volunteers), and therefore the ball is easy to stop. You must hold the crosse short with one hand, and try to get the ball on the middle of the net. It is not a bad throw to end a run in close to goal. By turning the left side a little to the mark you gain power. Except in throwing from the shoulder, the more you face away from the mark the stronger you will throw.

There are various ways of *throwing past the side* (the left). You turn your back to the mark, but with the left side more or less to it. Raise the right side of the crosse to prevent the ball coming off, and then swing round. In most of these ways you keep the crosse as close in as possible, and jerk the ball off just clear of the left side or shoulder. (It is jerked back over the right shoulder sometimes.) But there is one way in which the crosse is kept out at right angles to the body the whole time of throwing. This is a good throw, but a difficult one. It is performed with a short swing and a half jerk. Of course the left is the natural side to throw past in all these cases, but it is good to practise with the right as a means of baulking an opponent by an unexpected throw. A good swinging side throw *along the ground* is often effective.

There are several fantastic methods of throwing recommended, such as—face the goal and throw overhead from behind your back; or throw past your left side from behind. The latter throw is confusing to an adversary, but only an experienced hand can risk dropping the ball in the attempt to bring it round behind. Throwing between your legs is one elegant method, especially recommended if your enemy also happens to be standing in the same position.

Tipping the ball is often done when the player is too hard pressed to be able to take it up. It consists in just getting the ball on to the stick, and tipping it forward before it has time to roll off again. It may be described as a gentle evasion of the rules, against hockey. Goal-keeper often “tips” the ball to one side as it comes towards him.

There is a way of throwing exactly analogous to throwing by hand. The crosse is raised and drawn back to the right. At the moment of throwing it is turned almost edgewise, but the rapid motion prevents the ball from falling. The arm is moved as in throwing by hand, but the left shoulder must be brought round. This is a quick, useful throw for short distances.

It must not be supposed that it is as difficult to play *La Crosse* as it is to describe it clearly. Throwing, for instance, is a simple art enough, difficult

as our description of it may seem. La Crosse is, in fact, a very easy game ; any one can join in it without previous training, and there are no troublesome rules to be remembered. On the other hand, *expertness* with the crosse is the result of practice only. Yet while the player may go on improving for years by long practice, he will find that he may become a moderately good player by very little indeed. That is just what a field game ought to be, simple enough for boys, clever enough for men.

It should be remarked that catching, stopping, and sometimes throwing, may very well be practised in private gardens, before venturing out to exhibit in public.



CROQUET.

This is a game of very modern invention, and yet, in a few years, it forced its way into such extraordinary popularity, that there is not a parish in the kingdom where the game is not known—scarcely a lawn, suitable or unsuitable, where the hoops were not to be seen ; scarcely a house of any pretensions above those of the labourer's cottage, in whose entrance hall or passage the long white deal box, which tells of mallets and balls within, was not a prominent object. Lawn Tennis seems now to be taking its place.

Many boys— and, perhaps, not a few even of our own readers—despise, or affect to despise, the game, as not manly enough, and wanting in interest.

The former of these charges may be brought with precisely the same force

and upon precisely the same grounds against billiards; but no one ever dreams of calling that an unmanly game. As for the latter, if they find the game uninteresting, the fault lies either with themselves or with those they play with, or perhaps also with the *kind* of game they play.

If they make their first acquaintance with Croquet in an eight-ball game of the old type, with a company of flirts, triflers, and gossipers, we are not surprised at their being "bored" and disgusted; but it is not the fault of the game, but of the company.

The present writer, many years ago, when the game was young, once played (to his sorrow) in a *sixteen*-ball game. The game lasted a whole afternoon, and he had but three turns! Of course, it was left hopelessly unfinished. It was a long time before even the sight of the game became again endurable to him.

Since the game first made its way into general popularity, many important modifications have been introduced not only into the method of play, but even into the construction and material of its instruments. Many of these alterations and improvements were suggested in our original article, now (1875) some six years ago. Though we are not vain enough to think that our suggestions were to any very appreciable degree the *cause*, it is yet gratifying that they should have been adopted.

The following code of rules is called the "Field" Code. Although it is not the only code, it has been adopted here as being in the writer's opinion, and in that of the friends he has consulted, perhaps the most satisfactory, taking all in all, of all extant codes. Indeed, there is but one other, the "All England" code, which holds any position at all besides it.

RECOMMENDATIONS OF THE "FIELD" COMMITTEE.

A full-sized croquet ground should measure 40 yards by 30 yards. Its boundaries should be accurately defined.

The *Hoops* should be of half-inch round iron, and should not be more than 6 inches in width, inside measurement. The crown of the hoop should be at least 12 inches clear of the ground. A hoop with the crown at right angles to the legs is to be preferred.

The *Pegs* should be of uniform diameter of not less than $1\frac{1}{2}$ inch, and should stand at least 18 inches above the ground.

The *Balls* should be of boxwood, and should not weigh less than 14 ounces each.

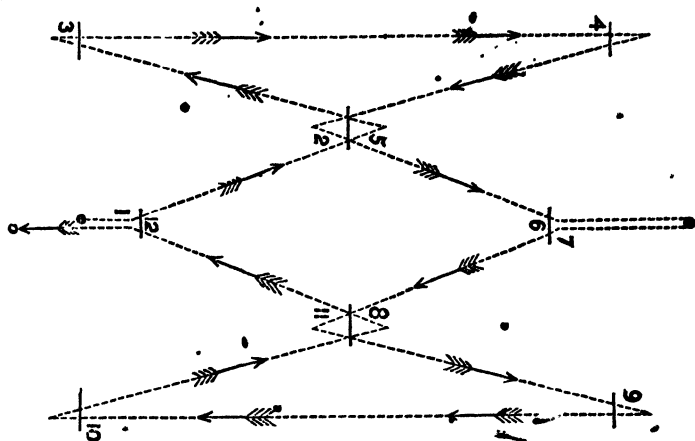
The **FOUR-BALL GAME** is recommended for adoption in preference to any other.

When odds are given, the *Bisque* is recommended. A bisque is an extra stroke which may be taken at any time during the game in continuation of the turn. A player receiving a bisque cannot roquet a ball twice in the same turn without making an intermediate point. In other respects, a bisque confers all the advantages of an extra turn. A player receiving two or more bisques cannot take more than one in the same turn. Passing the boundary, or making a foul stroke, does not prevent the player taking a bisque.

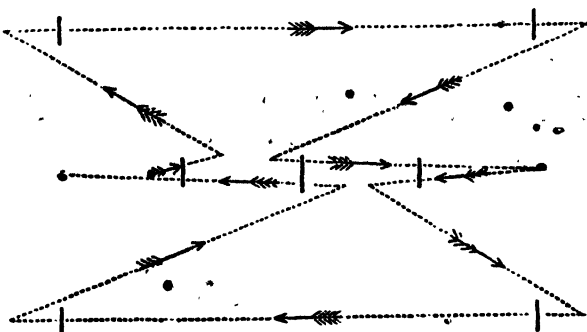
The following *Settings* are recommended:

No. 1. *Eight-Hoop Setting*.—Distances on a full-sized ground: Pegs 3 yards from boundary; first and corresponding hoop 5 yards from pegs; centre hoops midway between first and sixth hoops, and 5 yards from each

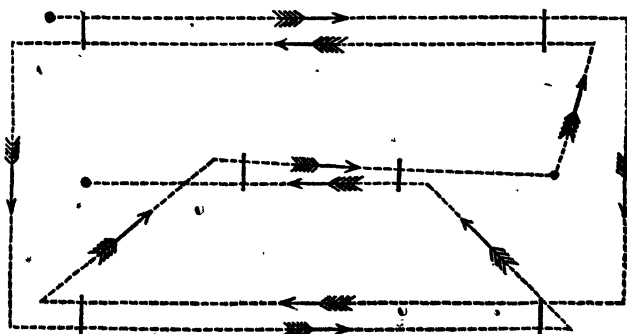
No. 1.—EIGHT-HOOP SETTING.



No. 2.—SEVEN-HOOP SETTING.



No. 3.—SIX-HOOP SETTING.



other; corner hoops 6 yards from end of ground, and 5 yards from side. Starting spot 2 feet in front of first hoop, and opposite its centre.

No. 2. *Seven-Hoop Setting*.—Distances on a full-sized ground: Pegs in centre line of ground 8 yards from nearest boundary. Hoops up centre line of ground 6 yards from peg, and 6 yards apart; corner hoops 7 yards from centre, and in a line with pegs. Starting spot $1\frac{1}{2}$ yard from first hoop in centre line of ground.

No. 3. *Six-Hoop Setting*.—Distances on a full-sized ground as in No. 2, except the middle-line hoops, 8 yards apart. Starting spot 1 foot from left-hand corner hoop, and opposite its centre.

It is essential to match play that bystanders should abstain from walking over the grounds, speaking to the players or the umpires, making remarks upon them aloud, or in any way distracting their attention.

DEFINITIONS.

A *Point* is made when a hoop is run, or a peg is hit, in order.

The striker's hoop or peg *in order* is the one he has next to make. The order is shown by dotted lines in the diagrams of settings.

A *Roquet* is made when the striker's ball is caused by a blow of the mallet to hit another which it has not before hit in the same turn since making a point.

The striker's ball is said to be *in play* until it roquets another. Having made roquet, it is *in hand* until croquet is taken. *Croquet* is taken by placing the striker's ball in contact with the one roqueted, the striker then hitting his own ball with the mallet. The non-striker's ball, when moved by a croquet, is called the *croqueted ball*.

A *Rever* is a ball that has made all its points in order except the winning peg.

THE LAWS OF CROQUET.

1. *Mallets*.—There should be no restriction as to the number, weight, size, shape, or material of the mallets; nor as to the attitude or position of the striker; nor as to the part of the mallet held, provided the ball be not struck with the handle, nor the mace stroke used.
2. *Size of Balls*.—The balls used in match play shall be $3\frac{1}{8}$ inches in diameter.
3. *Choice of Lead and of Balls*.—It shall be decided by lot which side shall have choice of lead and of balls. In a succession of games the choice of lead shall be alternate, the sides keeping the same balls.
4. *Commencement of Game*.—In commencing, each ball shall be placed on the starting spot (see Settings.) The striker's ball, when so placed and struck, is at once in play, and can roquet another, or be roqueted, whether it has made the first hoop or not.
5. *Stroke, when taken*.—A stroke is considered to be taken if a ball be moved in the act of striking; but should a player, in taking aim, move his ball accidentally, it must be replaced to the satisfaction of the adversary, and the stroke be then taken. If a ball be moved in taking aim, and then struck without being replaced, the stroke is foul (see Law 25.)
6. *Hoop, when run*.—A ball has run its hoop when, having passed through

from the playing side and ceased to roll, it cannot be touched by a straight-edge placed against the wires on the side from which it was played.

7. *Ball driven partly through Hoop.*—A ball driven partly through its hoop from the non-playing side, cannot run the hoop at its next stroke, if it can be touched by a straight-edge placed against the wires on the non-playing side.
8. *Points counted to Non-Striker's Ball.*—A ball driven through its hoop, or against the turning peg, by any stroke not foul, whether of its own or of the adverse side, counts the point so made.
9. *Points made for Adversary's Ball.*—If a point be made for an adversary's ball, the striker must inform his adversary of it. Should the striker neglect to do so, and the adversary make the point again, he may continue his turn as though he had played for his right point.
10. *The Turn.*—A player, when his turn comes round, may roquet each ball once, and may do this again after each point made. The player continues his turn so long as he makes a point or a roquet.
11. *Croquet imperative after Roquet.*—A player who roquets a ball must take croquet, and in so doing must move both balls (see Law 25.) In taking croquet, the striker is not allowed to place his foot on the ball.
12. *Ball in hand after Roquet.*—No point or roquet can be made by a ball which is in hand. If a ball in hand displace any other balls, they must remain where they are driven. Any point made in consequence of such displacement counts, notwithstanding that the ball displacing them is in hand.
13. *Balls Roqueted simultaneously.*—When a player roquets two balls simultaneously, he may choose from which of them he will take croquet; and a second roquet will be required before he can take croquet from the other ball.
14. *Balls found Touching.*—If at the commencement of a turn the striker's ball be found touching another, roquet is deemed to be made, and croquet must be taken at once.
15. *Roquet and Hoop made by same Stroke.*—Should a ball, in making its hoop, roquet another that lies beyond the hoop, and then pass through, the hoop counts as well as the roquet. A ball is deemed to be beyond the hoop if it lies so that it cannot be touched by a straight-edge placed against the wires on the playing side. Should any part of the ball that is roqueted be lying on the playing side of the hoop, the roquet counts, but not the hoop.
16. *Pegging out.*—If a rover (except when in hand) be caused to hit the winning peg by any stroke of the same side, not foul, the rover is out of the game, and must be removed from the ground. A rover may similarly be pegged out by an adverse rover.
17. *Rover pegged out by Roquet.*—A player who pegs out a rover by a roquet loses the remainder of his turn.
18. *Balls sent off the Ground.*—A ball sent off the ground must at once be replaced 3 feet within the boundary, measured from the spot where it went off, and at right angles to the margin. If this spot be already occupied, the ball last sent off is to be placed anywhere in contact with the other, at the option of the player sending off the ball.

19. *Ball sent off near Corner*.—A ball sent off within 3 feet of a corner is to be replaced 3 feet from both boundaries.
20. *Ball touching Boundary*.—If the boundary be marked by a line on the turf, a ball touching the line is deemed to have been off the ground. If the boundary be raised, a ball touching the boundary is similarly deemed to have been off the ground.
21. *Ball sent off and returning to Ground*.—If a ball be sent off the ground, and return to it, the ball must be similarly replaced, measuring from the point of first contact with the boundary.
22. *Ball sent within 3 feet of Boundary*.—A ball sent within 3 feet of the boundary, but not off the ground, is to be replaced as though it had been sent off—except in the case of the striker's ball, when the striker has the option of bringing his ball in, or of playing from where it lies.
23. *Boundary interfering with Stroke*.—If it be found that the height of the boundary interferes with the stroke, the striker, with the sanction of the umpire, may bring in the balls a longer distance than 3 feet, so as to allow a free swing of the mallet. Balls so brought in must be moved in the line of aim.
24. *Dead Boundary*.—If, in taking croquet, the striker send his own ball, or the ball croqueted, off the ground, he loses the remainder of his turn; but if by the same stroke he make a roquet, his ball, being in hand, may pass the boundary without penalty. Should either ball while rolling after a croquet be touched or diverted from its course by an opponent, the striker has the option given him by Law 26, and is not liable to lose his turn should the ball which has been touched or diverted pass the boundary.
25. *Foul Strokes*.—If a player make a foul stroke, he loses the remainder of his turn, and any point or roquet made by such stroke does not count. Balls moved by a foul stroke are to remain where they lie, or be replaced, at the option of the adversary. If the foul be made when taking croquet, and the adversary elect to have the balls replaced, they must be replaced in contact as they stood when the croquet was taken. The following are foul strokes:
 - (a) To strike with the mallet another ball instead of or beside one's own in making the stroke.
 - (b) To spoon, *i.e.*, to push a ball without an audible knock.
 - (c) To strike a ball twice in the same stroke.
 - (d) To touch, stop, or divert the course of a ball when in play and rolling, whether this be done by the striker or his partner.
 - (e) To allow a ball to touch the mallet in rebounding from a peg or wire.
 - (f) To move a ball which lies close to a peg or wire by striking the peg or wire.
 - (g) To press a ball round a peg or wire (crushing stroke).
 - (h) To play a stroke after roquet without taking croquet.
 - (i) To fail to move both balls in taking croquet.
 - (k) To croquet a ball which the striker is not entitled to croquet.
26. *Balls touched by Adversary*.—Should a ball when rolling, except it be in hand, be touched, stopped, or diverted from its course by an adversary, the striker may elect whether he will take the stroke again, or whether the ball shall remain where it stopped, or be placed where, in the judgment of the umpire, it would have rolled to.

27. *Balls stopped or diverted by Umpire.*—Should a ball be stopped or diverted from its course by an umpire, he is to place it where he considers it would have rolled to.
28. *Playing out of Turn; or with the Wrong Ball.*—If a player play out of turn, or with the wrong ball, the remainder of the turn is lost, and any point or roquet made after the mistake. The balls remain where they lie when the penalty is claimed, or are replaced as they were before the last stroke was made, at the option of the adversary. But if the adverse side play without claiming the penalty, the turn holds good, and any point or points made after the mistake are scored to the ball by which they have been made—that is, the ball is deemed to be for the point next in order to the last point made in the turn—except when the adversary's ball has been played with, in which case the points are scored to the ball which ought to have been played with. If more than one ball be played with during the turn, all points made during the turn, whether before or after the mistake, are scored to the ball last played with. Whether the penalty be claimed or not, the adversary may follow with either ball of his own side.
29. *Playing for Wrong Point.*—If a player make a wrong point it does not count, and, therefore—unless he have, by the same stroke, taken croquet, or made a roquet—all subsequent strokes are in error, the remainder of the turn is lost, and any point or roquet made after the mistake. The balls remain where they lie when the penalty is claimed, or are replaced as they were before the last stroke was made, at the option of the adversary. But if the player make another point, or the adverse side play, before the penalty is claimed, the turn holds good; and the player who made the mistake is deemed to be for the point next in order to that which he last made.
30. *Information as to Score.*—Every player is entitled to be informed which is the next point of any ball.
31. *State of Game, if disputed.*—When clips are used, their position, in case of dispute, shall be conclusive as to the position of the balls in the game.
32. *Wires knocked out of Ground.*—Should a player, in trying to run his hoop, knock a wire of that hoop out of the ground with his ball, the hoop does not count. The ball must be replaced, and the stroke taken again; but if by the same stroke a roquet be made, the striker may elect whether he will claim the roquet or have the balls replaced.
33. *Pegs or Hoops not Upright.*—Any player may set upright a peg or hoop, except the one next in order; and that must not be altered except by the umpire.
34. *Ball lying in a Hole or on Bad Ground.*—A ball lying in a hole or on bad ground may be moved with the sanction of the umpire. The ball must be put back—i.e., away from the object aimed at—and so as not to alter the line of aim.
35. *Umpires.*—An umpire shall not give his opinion, or notice any error that may be made, unless appealed to by one of the players. The decision of an umpire, when appealed to, shall be final. The duties of an umpire are—
 - (a) To decide matters in dispute during the game, if appealed to.
 - (b) To keep the score, and, if asked by a player, to disclose the state of it.

OUTDOOR GAMES.

- (c) To move the clips, or to see that they are properly moved.
 - (d) To replace balls sent off the ground, or to see that they are properly replaced.
 - (e) To adjust the hoops or pegs not upright, or to see that they are properly adjusted.
36. *Absence of Umpire*.—When there is no umpire present, permission to move a ball, or to set up a peg or hoop, or other indulgence for which an umpire would be appealed to, must be asked of the other side.
37. *Appeal to Referee*.—Should an umpire be unable to decide any point at issue, he may appeal to the referee, whose decision shall be final; but no player may appeal to the referee from the decision of an umpire.

●OBSERVATIONS ON RULES.

Rule 1.—In the early days of the game there was much difference of opinion, and often much jealousy, about the mallets. On many grounds a player was not allowed to use any mallet but those provided by the ground. There was naturally much resistance to this amongst real players, and at last common sense prevailed, so that now-a-days hardly any one who can lay any claim to be a player would think of being unprovided with a private mallet. At billiards men use their own cues, at cricket their own bats, in rowing their own sculls, and so on in all other games: what possible objection can there be to the same custom in the case of croquet?

The real cause of the opposition was that the "duffers" perceived too plainly that the "players" scored so very much better with their own well-made and well-balanced weapons, than with the ordinary indifferent mallets usually provided, that they had no chance at all against them.

There was another grand stand made in the case of allowing a multiplicity of mallets; but here effectual appeal was made to the precedent of golf, where a whole army of "clubs" is used by each player, and of billiards, where long cues and short cues are used according to the exigencies of the situation; and the point has been finally conceded.

The prohibitory clause at the end is directed against the ingenuity of certain individuals, "more ingenious than ingenuous," who invented strange methods of playing. One player had the handle end of his mallet "topped" like a billiard cue, and for critical fine strokes went down on his knees and played his ball as on a billiard table, much to the astonishment of friends and foes. Another lay flat on his face, "lined" his ball carefully, then, placing the mallet on the ground, the centre of the head almost touching the ball, pushed it sharply forward, making, in fact, the "mace stroke" at billiards. These and other eccentricities of inventive genius necessitated some restriction of the latitude allowed to players within at least reasonable limits.

For ourselves, we recommend each player to provide himself with at least two mallets. One with a short handle and short head, something like the old original pattern; this only for occasional use, and to be kept neat and natty, only because a good workman likes always to have his tools clean and bright, as well as keen and fit for use. The other, with which he will have to do most of his work, should be as carefully chosen and as carefully adjusted to his height and strength as ought a cricket bat.

Its head should be of lignum vitæ, for choice, if not, of the best Turkey box, and the handle of good sound ash. The head should be not less than 9 in. in length; the diameter should be about 3 in.; this may be increased or

diminished—the latter but very slightly—to suit the player. A very slight reduction in diameter (one-tenth of an inch) even makes a wonderful difference in the weight of the mallet. Both faces should be flat, and with the edges gently rounded off. The present writer has a mallet made under his own direction, of which the head is 14 inches long, $3\frac{1}{2}$ inches in diameter—the same diameter, in fact, as the match balls; but this is exceptionally large. The practice it makes, however, is something very remarkable, nor is it in reality so difficult to wield as it at first sight appears.

The handle should be at least 3 feet in length, strong and slightly oval, with the long axis in the same direction as the head. If the mallet be made at home, great care must be taken in insuring accuracy in this point: a very slight divergence will make the mallet very uncertain in its work. To insure a more certain grasp it is well to bind that part of the handle where the hands come with string: coloured string is pretty, and not less workmanlike.

A better plan still is to get a saddler to cover it with leather, the soft side outside, sewn close on and the seam well beaten down. This affords a perfect hold, and yet will not chafe the softest hand nor soil the most delicate glove. The present writer adopted this plan some years ago most successfully with his cricket bats, and now these leather-covered handles are becoming quite common amongst cricketers.

In the early days of small mallets there was much difference of opinion both as to the method of holding the mallet and also as to the manner of standing; but now that large mallets are almost universal amongst players, there can be but little diversity of opinion as to the essentials in either.

The new mallets *must* be held in both hands, so that there can be no division into hostile camps of one-handed and two-handed players, as of yore; nor, considering the weight to be supported, is it easy to hold them in the namby-pamby way adopted by most ladies and some men, with the forefinger pointed down the handle.

By some this is supposed to be an aid to the rightful direction of the stroke, than which there can be no more mistaken notion. The writer had often puzzled himself to discover the real reason for this female idiosyncrasy, having observed that ladies hold their parasols and nearly everything else after the same feeble fashion—feeble because it detracts most seriously from the grasping power of the hand. At last one day, having an unpresentable right hand, he found it necessary to play in a glove—of course a light kid: he at once discovered that he must either sacrifice his glove and split it up in various places, or adopt the projecting-index-finger method above mentioned: a well-fitting kid glove does not allow for the swelling muscles of the closed hand.

As for *Position*, the most scientifically correct and therefore the most satisfactory is as follows: The player should place himself in front of his ball, facing at right angles to its intended course, his feet slightly apart, his toes close up to the line of the ball, but leaving a clear course, and the body slightly bent over it. The mallet should be held with straight arms, firmly but not stiffly, so that mallet and arms form a kind of pendulum swinging freely from the shoulders; the mallet-head must point exactly along the line of the ball; and here is the use of a *long* head, every inch of length making it more easy to judge of and secure this vitally important condition.

Having settled these preliminaries, which with very little practice become quite mechanical, the mallet should be raised smoothly and quietly away from the ball to the height and distance requisite for the due "strength" of the stroke, and then allowed to fall back upon the ball, the stroke depending

entirely upon the momentum of the mallet, and in nowise upon any muscular exertion of the striker, other than that required to raise it at first.

In this leaving the mallet to do its own work lies the true secret of sustained accurate play. A player may make a succession of brilliant strokes, and even keep it up for a whole afternoon or a series of afternoons, without adopting this method. A good eye and a steady hand may make up for a faulty style, but sooner or later the Nemesis must come: the eye is not always true nor the muscles steady; failure brings a sense of uncertainty, and the confidence begotten of success, which is the mainstay of your unscientific players, is no longer there to sharpen the eye and nerve the hand, and the brilliant player collapses at once and for ever.

So may it be seen at cricket: a young player flashes out upon the world, makes wonderful scores against the best bowling, or takes nearly all the wickets in a succession of big matches. "Here is the coming man," says the world. But the old stagers shake their heads. "He has a good eye and a strong wrist, but he has no style—he won't do;" or "His bowling is really very fine, but the batsman will soon find him out and play him like the rest; he is over-bowling himself too, and won't last." A season or two more and the young Titan has dwindled into a dwarf; the big matches know him no more, and only the curious in such matters notice his name occasionally in small local contests. Exceptional gifts may atone for many shortcomings, but they cannot long supply the place of those results of continued intelligent practice which go by the names of "Form" and "Style."

It will be seen that the children in the illustration at the head of this article do not follow the instructions given above. We have allowed it to remain in its place, however, because, besides being a really pretty picture, it very well illustrates the state of the game several years ago, when the first edition of this work was published, and so not only serves as a memorial of the past, but also as a landmark to show what has been the progress of the game even in that short space of time.

Rule 4.—In many places it is even still the custom to make a ball "out of play" until it has run its first hoop, or even in extreme cases to allow a player any number of "tries" until this fearful initial difficulty has been surmounted. This absurd concession to feeble players is now happily a thing of the past upon all lawns of any pretensions.

Rule 11.—The requirement in this rule, that *both* balls must be moved in taking croquet, is difficult of application where there is no umpire, and an umpire is, of course, an unattainable luxury in all ordinary games; we have always, therefore, under such circumstances, advocated its abrogation. Even in matches we do not see that anything is gained by the rule: it can make but little difference to the game whether the second ball is made to move half an inch or not. It would be far more satisfactory to allow the striker the option of making it move or not at his discretion, so long as, at the moment of striking, actual contact exists between the two balls. This latter point is of importance, as definitely fixing the locality of the striker's ball.

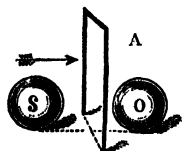
If the rule be kept in force where there is no umpire, it must always prove a fertile source of dispute and misunderstanding, and is a terrible weapon in the hands of an unscrupulous player, or even in the hands of that far larger class of players, such as one finds in every kind of game; and, indeed, in every department of affairs, who are absolutely incapable of seeing things that militate against themselves, while they are microscopically and imaginatively acute in describing the errors of their opponents. It is most essential in all

games to cultivate simplicity of laws, and to avoid as far as possible all refinements of definition. Better lose some slight advantage in the game, than open the door to possible sharp practice. The fact is, this rule is a relic of pre-scientific days : it exists because it exists. Had there been no such rule when the rules were revised and codified, no modern practical player would have thought of inventing such a rule, and it evidently owes its retention still in the new code to the conservatism of some one or more of the revisers. We hope the next revision will make short work of it.

Rule 12.—On many grounds a "rover" is considered "out" if he touch the peg after roquet, and while his ball therefore is in hand ; but this is manifestly unfair, and this rule distinctly sets the matter at rest.

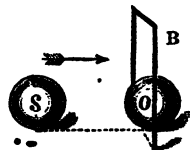
Rule 14.—This is an admirable escape from what has often proved to be a difficult position.

Rule 15.—This rule may require a little explanation, but with a diagram it is quite simple. In case (A), the striker's ball is supposed to strike another



ball *beyond* the hoop, but so placed as to obstruct the full passage of his own, and then to pass satisfactorily through, as in diagram. It will be evident that if O be exactly opposite the centre of the hoop, and S be driven in the direction S O, contact must be made with O before itself has passed the hoop. If S can contrive so to displace O as to secure

room for its own free passage, it scores both the hoop and the roquet ; if not, it scores the roquet only. If the balls be as in diagram (B), with O projecting ever so little on this side of the hoop, then the roquet only can be counted, even though the balls be driven through.



Rules 16 & 17.—These rules about pegging out have been by authority provisionally placed in abeyance. For ourselves, we think it would add much to the game if all pegging out by *opponents* were abolished. The whole subject is beset by many difficulties, and hardly any conclusion can be arrived at which will not be open to objection on some count or other. But on this particular point we feel we have a very strong case.

Rule 18.—This rule supposes the existence of what is technically called the "dead boundary"—a comparative innovation in the game, but most useful. Before this regulation was introduced a player was subject, upon lawns of any extent, to be condemned to a series of hard wild drives up from long distances, simply to get his ball back into the game, without the slightest possibility of "placing" it. A powerful arm and some luck in getting hold of the balls at critical moments was, under these circumstances, an overmatch for the most finished skill, less fortunate in these particulars. We have seen a good player utterly overwhelmed in this way by a muscular and triumphant opponent, whose crashing blows, like what are called "gallery strokes" in cricket, judged only by their results, were hailed with joy by his friends, and looked upon with respectful awe by his enemies. As well might one require a player at billiards, whose ball has been knocked off the table, to play it back somehow or other with his cue, as require a croquet player to play back a ball that has been knocked to an indefinite distance off the ground.

Rule 25.—The reason for insisting upon the replacement of the balls in case of a foul stroke is not at once apparent. The object is to prevent a player deliberately making a foul stroke when, as does sometimes happen, he finds he can

in that way do either more good to his own side, or, what comes to the same thing, more harm to his adversaries. It seems strange to have to legislate in this manner for a mere game; but, unfortunately, there are people, the very souls of honour in other things, who, even when nothing but the barren glory of victory is at stake, will avail themselves of every little flaw in the laws, and stoop to unheard-of meanness to bring themselves or their friends but one step nearer the winning-post—and this without a blush, or even the sense of shame. The writer played once in a very well-matched set, where the winning game of the rubber was pulled off in this way: It was a four-handed game; his side won the first game, and were well on in the second. At a critical moment he was about to “peg out” the opposition rover, as was always the custom in those days when opportunity occurred. The hostess, whose ball was thus in peril, protested against it as a mean advantage; and finally, after a little discussion, the stroke was abandoned, although the whole play had been laid out for this for some turns back. By good play and some luck, the opponents ran out. The next, and winning game, the writer having made his

placing of one or both balls almost to an inch, which are simply impossible upon any but a true sheet of turf.

When there are any considerable inequalities in the turf, a slow stroke is hardly to be attempted; just at the critical moment the ball may come upon one of these lumps or other irregularities, and wander off indefinitely—probably coming finally to rest precisely in the very spot where the striker least wishes it to be. And as it is the gentle, and not the slashing strokes, the careful “timing” of the ball, and not mere hard hitting, that tests the skill of the player, it is exceedingly annoying to any one who really cares about the game to find his skill thus neutralized, and more than neutralized, and himself driven to adopt a style of play which he detests. A gradual slope does not so much matter,—that can be calculated on and provided for; it is the small abrupt irregularities that prove the ruin of all accurate play, but fortunately this is the fault that is most easily remedied.

Almost any sheet of turf may be turned into a croquet lawn, and entirely by home labour, too, if only a little industry and perseverance be displayed. Of course, where money is no object, the thing may be better and more thoroughly done by hired labour; but this will not give half the pleasure, and may not, after all, if any talent be displayed by the amateurs, be so very far superior as to make it worth the additional expense.

The work, to be carried to a thoroughly successful issue, should properly be commenced not later than the middle of October; but, if the season prove favourable, it will not be of much consequence if the work be begun later, so that it be well out of hand by the end of January.

If there be already a satisfactory covering of turf, with a good subsoil, there will be little to do but to remove inequalities, for which the general recipe will be continuous work with a heavy roller, as soon as the ground is fairly sodden by the winter rains; while for special bumps and depressions, which continue to resist any other treatment, the following is a simple and certain remedy:

Make two incisions in the turf with a spade, about four inches in depth, cutting each other at right angles, so that the point of section is just about the centre of the obnoxious irregularity; now raise the turf at the four angles thus presented, and subtract or add, as the case may be, sufficient soil to reduce the inequality to the surrounding level. In each case some little allowance must be made for the further crushing powers of the roller.

As regards the turf itself, no pains must be spared to eradicate all weeds, moss, plantain-roots, coarse grass, &c.; and, if necessary, faulty pieces must be cut out and replaced by sound turfs.

A few pounds of good grass-seed will prove of great service in providing a fine close turf, and a good heavy top-dressing of road-scrappings will also well repay the trouble taken to lay it on.

If the turf be not good to commence with, and the subsoil poor and gravelly, the best thing to do, and, indeed, the only satisfactory course, is to take up the whole sheet of turf, carefully level the subsoil, with spade and pickaxe if necessary, lay down a superstratum of good sound mould, and then relay the turf over that, rejecting, of course, such sods as are not well up to the mark, and replacing them by new ones.

If sufficiency of new turfs be not available, lay down as much of the centre of the ground as you can, and trust to a good supply of seed for the borders. Then roll, and otherwise treat it as above described.

We, of course, take it for granted that the utmost care is taken to keep up a constant and efficient supply of water.

Arrangement of the Ground.—This is not a matter of such vital importance to the game as might at first sight be supposed, almost all the ordinary systems affording a very good opening for an interesting contest.

Nevertheless, the arrangement of the hoops undoubtedly does make a material difference to the lasting interest of the game; and many a closely contested war of words has raged over this question.

The settings we have given above are considered to afford more "sport" than any others; but there is ample room for the display of any amount of ingenuity in working out and experimenting upon new settings.

On first-class lawns, of course, any possible arrangement is just as practicable as another, and were these the only places to be legislated for, uniformity of practice would be much to be desired; but it is one of the great recommendations of croquet that it can be played almost anywhere. Granted a piece of tolerably smooth turf, if it be only a few yards square, and croquet is at once a possibility.

One of the most agreeable lawns we ever played on was of quite insignificant proportions, and had, besides, a large pear-tree in the middle; and once we played on a nearly circular lawn, with a flower-bed in the middle. Of course the ordinary arrangement of the hoops was quite impracticable in both cases; but the game was not spoilt, scarcely even marred, for all that.

The pear-tree whose presence we so greatly lamented on the first-mentioned ground, at the commencement of our practice on it, proved afterwards, when we became more proficient in aim and general skill, almost a compensation for a more extended field of operation; for, without it, it would have been impossible to place a ball almost anywhere on the ground in even tolerable safety from any other, while, as it was, many a ball lying under its friendly shelter was as safe, nay, safer, from the assaults of a foe not two yards off as if it had been two hundred.

Where any one setting has been adopted, it is a great saving of time and labour to prepare a piece of string or tape with knots or other marks upon it for the various hoops. This stretched from peg to peg will give all the hoops in that line, and other pieces fastened on at right angles will give the position of the side hoops with mathematical nicety. If the string or tape (the latter is preferable) be tolerably stout, and reasonable care be taken in winding and unwinding it, there need be no fear of its becoming entangled.

Boundaries.—If possible there should be a raised bank, 8 inches or so in height, all round the lawn: this is the most satisfactory boundary. The next best thing is a line of wire netting of about the same height; but this is very apt to upset short-sighted or inattentive people, or catch in ladies' dresses. A very simple method of marking is to peg close to the ground a whitened cord or piece of stout string. This makes a perfect landmark, and is not liable to the same objections as the wire netting. Its only drawback is that it is of no use in arresting the course of the ball, otherwise it serves its purpose admirably.

Hoops.—The thickness of iron employed for the hoops may seem a very unimportant matter of detail, but practically it becomes one of no slight consequence. The thickness given, half-inch iron, should be the minimum. If the thickness of the wire is appreciably less than this, the hoops are apt to get twisted and bent, and are more difficult to drive satisfactorily into a hard ground, and are thus always falling away from the needful rigid perpendicular; they are, moreover, less easily distinguishable.

The flat-topped hoops are now becoming almost universal.

The Balls.—The recommendation given as to weight should be very care-

fully attended to; it is a matter of very serious importance. Light balls are much more erratic and are much more sensible to slight inequalities of ground than are heavy ones. Here, again, it is only a minimum that is given.

Where real play is intended, it is as well to keep always a perfect set of balls, unbruised and unchipped for serious games, and a second set of partly-used balls for rougher work or for wet weather.

The wet is very injurious to the balls, and a good set should be exposed to it as little as possible. They should be kept constantly in a dry but not too hot place, and a slight application of a greasy cloth every now and then before they are put away (of course, after they have been thoroughly dried, which should be done by vigorous rubbing with a piece of house-flannel), will prove a great preservative.

All promiscuous knocking and banging-about of the balls—a very common weakness amongst young people—should be sternly discouraged. A ball seldom gets chipped or bruised in actual play, unless perhaps by a very unskilful player. The player should be required to carry the balls carefully from place to place, especially when they are being taken to or from the lawn.

FOUR-BALL GAME.—This is the *only* game worth playing, and it should be played if possible by only *two* players. Thus each is responsible entirely for the success or ill success of his own side; there is no jealousy about helping or declining to help one's partner, and there can be no disputing as to the proper direction of the game. Each player is his own captain and side in one. He can conceive and follow out a line of play simply on the ground of its merits, and without being weighted by the necessity for considering the weaknesses or idiosyncracies of his partner.

There is the same difference between the two-handed game at croquet and the four-handed, as there is at billiards. No billiard-player thinks of joining in a four-handed game if he can possibly get a two-handed.

The six-handed game, even with a picked set of players, is sure to become more or less tedious and a weariness to the flesh; while the eight-handed game is simply an abomination.

THEORY OF THE GAME.—We have hitherto taken for granted a certain amount of previous knowledge of the game on the part of our readers; but perhaps a short notice of its theory may be not absolutely misplaced.

The game is played by opposite parties, of two or more on a side, each player armed with a mallet, having his own ball, which it is his business to drive with his mallet through the several hoops in order, striking the turning-peg on the way, and so home to the starting-peg, contact with which puts his ball out.

The side that gets all its balls out first wins.

This is the mere outline of the game, the framework; as it were, on which the game is constructed: in point of fact, making the hoops comes to be a matter of very inferior interest in a close game. It is only when both sides have made all their hoops, and are fighting for the winning-peg, to get out, that all the capacities of the game are revealed.

In a case like this, with good and well-matched players, the interest becomes absorbing; the game sways backwards and forwards—now one party has it all its own way, now the other; and it is only when the last ball of a side has actually struck the peg, that victory can be confidently reckoned upon by one party, or despaired of by the other. There is, perhaps, no other game played in which the maxim, that it is never lost till it is won, is more constantly exemplified as it is in croquet, or in which a player may with more advantage take for his motto, *Nil desperandum*.

SCIENCE OF THE GAME.—The science of the game may most conveniently be considered under two heads, Mechanical and Intellectual. Under the former will naturally fall all that pertains to manual dexterity; while the latter will include those higher qualities which are, as it were, the very salt of the game, and which are to the mere physical science what a general is to his army, or the brain to the body.

The former, as the very basis upon which the latter has to work, the material it has to manipulate, naturally comes under discussion first.

MECHANICAL.—We have already given above, in our observations on the rules, full instructions in the method of handling the mallet, and, as long as the striker has only his own ball to deal with, this is all that he requires: the ball *must* run in a straight line from the head of the mallet; and if the blow has been properly delivered, and there be no obstacle in the way, the path of the ball is a matter of the simplest calculation. A straight eye and a firm hand will place even the most uninitiated player on a par with the most practised performer, as far as hitting the ball goes.

THE CROQUET.—Having mastered the art of driving his own ball in a straight line in any requisite direction, so as to strike another ball or to pass through a hoop, and the more difficult art of “placing” it—that is, of so judging the strength of his stroke as to make the ball roll exactly as far, and no farther, than he desires—the player must study and master the art and practice of thus directing and placing two balls—that is, he must make himself a proficient in the “croquet.”

In the earlier days of Croquet there was much to be said and learnt upon the right method and judicious employment of “tight croquet”—a feature in the game now happily abolished. The stroke was made as follows: The striker placed the two balls together as in “croquet” proper, put his foot upon his own ball, and then delivered the stroke. If this was done properly—and it was hardly possible for a player who had had any practice to fail, except from extreme carelessness—the object-ball was driven off at a velocity proportioned to the vigour of the stroke, and in a direction in accordance with the relative positions of the two balls, as we have explained further on, while the striker’s ball remained firm under his foot.

It has been found that all the advantages of this old “tight croquet” may be obtained by skill in the use of the mallet unaided by the foot; and therefore for this and other reasons, not necessary now to specify, its use has been abolished.

To drive your own ball where you will in a straight line is a matter of comparative facility, and some skill in “judging strength” is not difficult of attainment, nor by any means uncommon; to treat in like manner the object-ball, while your own is held firm with your foot, is not only not more difficult, but positively much more easy, and far less liable to failure; but to be able to place *both* balls at will exactly where most wanted—either following each other, or each going off at a different angle, and having to traverse a different distance—this, indeed, is a very triumph of skill and dexterity, and entitles a player to a place amongst the very first, so far as mere mechanical proficiency is concerned.

It is in the croquet that are to be found all the scientific possibilities of the game; and, therefore, the player who desires to excel cannot take too much trouble in making himself as far as possible master of this fascinating branch of its practice.

In order to do this with any success, he must possess or acquire a thorough

knowledge, theoretical or practical, or both, of the natural laws which govern the motions of the balls when brought into contact with one another.

We need not go into any abstruse scientific details; they are not necessary for the due attainment of our object, which is to take a practical rather than theoretical view of the subject: a reference to one simple rule of mechanics will answer every purpose.

If one ball be driven by another ball coming in contact with it, the former will fly off from the latter in the direction of the straight line joining their centres. This rule holds good also when the two balls are in contact at rest, and one is struck as in "the croquet."

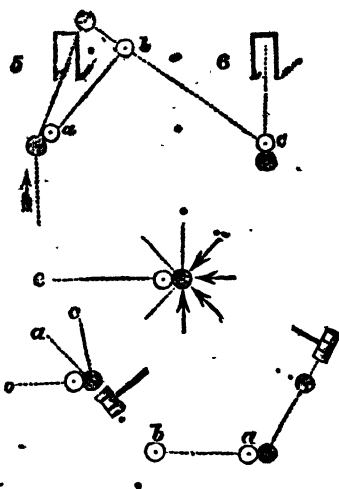
Attention to this rule will make the direction of the croqueted ball a mathematical certainty. Get this line correctly, and it matters not how your own ball: the croqueted ball *must* take the right direction. The central figure in the illustration illustrates this rule: in whatever direction the mallet—represented by the arrows—falls on the dark or croqueting ball, the light or croqueted ball *must* inevitably fly off in the direction of *c*.

There is not much difficulty in placing either the croqueted or the croqueting ball singly; but when both have to be "placed," or still more when both have to be taken through a series of hoops together, then the player will indeed be required to put forth his utmost skill; to do all he knows.

The movements of the croqueting ball depend entirely upon the handling of the mallet. For instance, in the left-hand bottom figure, if it be required to place the croqueting ball at *a*, a very different stroke is required to that which would place it at *c*. The object-ball, of course, will in either case fly off to *b*. A simple formula will, perhaps, prove more serviceable here than pages of instruction. Bear this, therefore, in mind: "SHORT SHARP STROKES PRODUCE GREAT ANGLES; LONG SWEEPING STROKES, FINE ANGLES." The former drive the croqueted ball, and hardly stir the other; the latter drive the croqueting ball, and, unless the angle be fine, scarcely move the croqueted.

In making the sweeping or driving stroke, the mallet must be grasped with rigid hand and wrist as firmly as possible, and quite low down, and must be made to follow well after the ball. Great firmness and decision are required to make this very useful stroke effectively.

The short sharp strokes must be delivered with a loose wrist, the mallet not being held too tight, but rather allowed to play in the hand. Care must be taken, too, to arrest the mallet's motion at the very instant of delivery: if it be allowed to follow the ball in the least, it will not only modify the angle, but will impart to the ball more or less of its own forward impetus. To avoid this, the mallet should be brought up sharp with a kind of jerk—a knack not very



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Difficulty of attainment. A thorough command of this method of making the croquet is exceedingly valuable, and, indeed, to a first-rate player, is simply indispensable: in every game he is sure to find abundant opportunity of making it serviceable.

It is exceedingly difficult to make these short sharp strokes with any certainty with the heavy mallets, and it requires an exertion of muscular power not possible to everybody. The momentum of a large mallet is so great that nothing but a very strong arm and wrist can arrest its course with sufficient suddenness. To deliver the stroke properly the mallet *must* be arrested at the moment of contact with the ball; the slightest "follow on" is fatal to the stroke.

Now, it is not everybody who is gifted with a sufficiently muscular development for this purpose, and even to those who are, the strain on the wrist is so severe and so sudden, that very serious injury to the tendons is by no means an unlikely occurrence. The present writer, while attempting this stroke with a very large mallet, received an injury to the tendons of his wrist and arm which lasted him for several years. He had made the stroke scores of times before, and always found it hard of achievement, but had never looked upon it as likely to be a source of any danger. It is not so much the sudden jerk that is the source of the possible mischief; it is the liability of the mallet to turn in the hand at the moment of arrestation, thus causing a jerk and twist at the same moment—a very unpromising combination.

It is better, therefore, when this stroke occurs in the game, to lay aside the large mallet, and to make use of the small one recommended above. This being actually lighter than the balls, will have a tendency of itself to fly back when the stroke is delivered, and will therefore require little of that sudden jerk-back which is so trying to the wrist, and what it does require is rendered comparatively a matter of unimportance by its immeasurably inferior momentum.

With the small mallet a skilful player can drive the croqueted ball to the very extremity of the ground, and yet not move his own ball from the spot. This can, of course, only be done where there is no attempt at a splitting stroke; but even in this latter case it is perfectly wonderful what may be done with the two balls: the croqueted ball may be sent far away in one direction, and the striker's ball be made to roll, screwing along in a slow aggravating manner, up to another ball or towards a hoop, only a foot or so off.

Thus it may be seen that a thorough command of the small mallet is quite as important an element in the game, though more rarely called into play, as that of the large one.

SCIENCE INTELLECTUAL.—It would be impossible, in the short space of a few pages, to enter into a very elaborate disquisition on the practical working of the game, or go into and describe all the moves upon the balls. A few general hints and illustrations will be all we can attempt.

Hints to young Players.—At the beginning of the game, and before making each stroke, look well around you and see what is the exact position of affairs; then, having made up your mind what to do, make your stroke deliberately and carefully.

Above all things avoid hurry, especially when in the midst of a good break. Nothing is so likely to bring your break to an untimely end.

Watch the game carefully throughout, studying especially each player's style, both friend and foe. You will thus not only measure the capability of the other players—a knowledge sometimes of the utmost importance at critical

moments in the game—but you will be very likely to pick up a hint or two which may hereafter prove most serviceable.

You must remember that it is a matter of the utmost importance to your game to know not only how far you may dare to trifle with your enemies, but also how much it is safe to leave to your friend. A correct judgment upon this head at a critical point in the game will often win a match otherwise irretrievably lost.

Do not play a selfish game; that is, do not be in too great a hurry to make your own hoops. You may often do more service to your side by going back, or lying by to help your friend, than by running your own ball through half a dozen hoops. Remember, you cannot win the game off your own ball.

Do not hesitate either, where you can do real injury to your opponents, to abandon your own game, in order to go down and break up theirs.

Look with an especially jealous eye upon any assembly of their balls in friendly contiguity: rush down, at all hazards, and break it up. Such a gathering always portends mischief.

Never try a difficult stroke, however brilliant, when circumstances do not imperatively demand it. It is the safe game that wins. For instance, in trying for a hoop from a difficult point, unless you are pretty certain of making it, it is better to place your ball and wait for your next turn, than run the risk of overrunning your hoop, and so having to come back. Better the certainty of making the hoop in two turns, than the chance of having to take three. Of course this is on the supposition that none of the enemy's balls are lurking about near.

Lastly, take every opportunity of practising the various strokes, especially the more simple ones. If the brilliant strokes make the beauty of the game, it is the ordinary every-day strokes that do the work. Just as at billiards, it is not the man who makes the brilliant strokes that necessarily wins the game, but he who can go on time after time making the simple straightforward strokes with unflinching machine-like regularity. Of course the command of the exceptional strokes is of enormous advantage to a player, as it will constantly enable him to extricate himself from a difficulty and get the balls together when they are apparently hopelessly apart and scoring seems an impossibility.

The theory of croquet is just the same, and there is certainly in croquet, just the same as in billiards, something peculiarly aggravating to the opponents in the sight of a player calmly making his points in unflinching succession, laying his ball after each stroke within an inch or so of where it is wanted, and so steadily progressing in his game without apparently making or having to attempt a single stroke that is above the ordinary humdrum average.

But herein lies the skill of the player: he has no difficult strokes to play, because he takes care to avoid having them; he so places the balls after each stroke that the succeeding one shall be as much a certainty as the one he is just playing. The uninitiated opponents, or onlookers, make great outcry about his *luck*, the older hands admire his *play*.

Therefore to the young player we say, Study to play a steady-going careful game, never getting excited, never throwing away a chance, and with but one end in view—the final post.

For this purpose there is nothing like taking a couple of balls by yourself, placing them in any position you will, say one just "placed" for a hoop, and the other on the other side, in any position you may consider the most advantageous, and then trying how many points you can make in a single

“break.” This is splendid practice, and if persevered in will quickly produce the most satisfactory results upon the accuracy and value of your play. Half an hour two or three times a week, if no more can be spared, will be found amply sufficient for the purpose.

Nor need the young player think that this will be a dull amusement. As soon as he gets into the spirit of the thing, so far from finding it dull, he will find it so fascinating that he will find it difficult to leave off, he will be always wanting to have one more try at the task he has set himself, or, having achieved it, will be wanting to do a little better still.

A very short experience of this practice will convince the player of the truth of our observations. The opportunity for a fine *tour de force* only occurs now and again, but the ordinary routine strokes are in requisition at every

understood, we do not wish to seem to undervalue in any
ish to impress upon our young
foundation of steady accurate
excel in the more difficult ones.

More breaks are caused by careless play in comparatively simple strokes than by failure in the more difficult ones. The player naturally takes more pains with the latter, and therefore is less liable to come short of his aim. EVERY STROKE SHOULD BE PLAYED AS IF THE WHOLE GAME DEPENDED UPON IT.

When the young player feels himself getting reasonably strong in this steady accurate playing of simple strokes, then he may try his wings a little and aspire to higher flights of skill and dexterity.

Especially let him study the art of making *long shots*: on a fairly good ground a wonderful degree of accuracy at very long distances may be acquired, and 20 yards distance, and even more, may be made a matter of as much certainty as 4 or 5 yards to ordinary players.

Nothing gives a player so much confidence in himself, or is so fatally demoralizing to the opposition, as this certainty of aim at long distances. The player himself feels quite calm under all successes of his opponents: the end of all breaks must come sooner or later, and then it will be very hard if there be not a hoop or at least one ball out of three within his reach, and, therefore, a break of some kind within his power; while the opponents cannot but be nervously anxious about leaving an opening for him anywhere.

A dead shot at 20 yards must always be dangerous at 30 or even 40, and thus there can be no absolute safety anywhere upon the ground, except under the protection of a hoop or a stick; and it is far from easy to make a succession of points leaving the balls after each stroke “wired,” or otherwise protected from the opponent’s ball.

Indeed, it could never be attempted; something must be risked, and where the stroke is easy, something ought to be risked, in order to make a point; but the consciousness that your opponent is lying in wait for you, and that failure in any detail means letting him in, perhaps to a fatally long break, does not add to the steadiness of a player’s nerves, and a little unsteadiness or over-anxiousness often produces the very result that is dreaded.

There is one more point of play which we are loth to pass over, and for which, therefore, we must endeavour to find room. Sometimes it is desirable, in roqueting a ball, to drive it not in a straight line, but at some slight angle to one side or the other of it: this may be effected in the manner indicated in the right-hand bottom figure of the illustration on page 107.

This is a very neat stroke, very effective at times, and sure to “bring down

the house." It is, however, rather hazardous, as the chances of missing are greatly enhanced, and only to be attempted from a comparatively short distance, and not then unless at very close quarters on a thoroughly good lawn.

As a final piece of advice, and one by no means unnecessary in many cases, **KEEP YOUR TEMPER.** It is difficult enough at times, one knows, especially when fate seems all against you and in favour of your opponents; when *their* good things all come off, but in the most fluky manner; when a badly-aimed ball glances from a hoop, and effects the roquet it would otherwise have missed; or the roquet is effected by the merest shave, and so on; while as for *your* balls, "Misfortune seems to mark them for its own," and nothing comes off, but everything fails as it were by the "skin of the teeth."

If, in addition to this, your opponent, whom you know to be your inferior in play, assumes an air of calm superiority; accepts all his flukes as due to his superior play, and you see that the onlookers are taking him at his own valuation—then, indeed, you must be of a most sweet disposition of a very phlegmatic

"your angry pa

Nevertheless, to lose your temper is the worst thing you can do: it is sure, in the first place, to amuse your opponents and the spectators; it will certainly make you play worse than you otherwise would, and thus lose more points still in your game, and besides all this, it will make you very uncomfortable. For all that, we have no doubt that when such circumstances do arise, all these forewarnings will prove of little avail against the provocation of the moment.

There is one more maxim which we wish to impress upon our readers: **KEEP YOUR OWN BALLS TOGETHER, AND YOUR ADVERSARY'S APART.** In this lies the secret of all successful management of a game. However hard it may seem at the time to give up a strong position with one ball, in order to go back and help its laggard brother, or to stop a combination of the enemy, it *must* be done, and done systematically too, at all hazards. One ball by itself is a very lame and impotent affair: two together become a host.

If at the end of a break you find nothing immediately to your hand for you to do, as must constantly happen as soon as your ball has made all or most of its hoops, and with but one turn left, lie up to your second ball, unless, of course, it be close to an enemy, when such play would be simply suicidal. You thus place your enemy in this position: Either he must go on with his game, and risk letting you in with your two balls together,—a thing no player would think of, unless he had a series of absolutely certain strokes before him, which would make it worth his while to brave the after risk,—or you compel him to leave his game, and come and separate your balls. In either case you retard his game, which is the same thing as advancing your own. We have seen many a game lost and won by attention or neglect of this simple rule.

Failing space bids us now take leave of this interesting game, which we will again venture to press upon the notice of our young readers as well worthy their attention. If they will only bring to it—as every English boy should to all he undertakes—determination and perseverance, with lots of energy and good temper, they will find no reason to repent of following our recommendation, but will rather thank us for introducing them to a new and lasting pleasure; and so we wish them all good speed.



FOOTBALL.

Though ranking second to cricket only among our outdoor games, football yet labours under one immense disadvantage in being unprovided with a code of rules of universal acceptance.

Some steps have been taken with a view to supplying this want, but at present with only partial success. Both the Cambridge and the London Association codes are steps in the right direction, and have achieved some success; but a still further revision in the direction of unity of principle and simplicity of action is in each case still urgently required, before either can hope for more than mere local acceptance.

The code of rules given below, which it will be seen on comparison takes pretty much the same line as the two above mentioned, is the result of many years' paring and revision under the crucial test of constant hard play; a privilege being added here, or curtailed there, as occasion required.

In its present form it has stood unaltered through five or six seasons, and on occasion of matches has been accepted without reservation by more than one club, as at once simple in theory and thoroughly practical in action.

A very few hours' play will be amply sufficient to give an insight into the practical working of these rules, and, once mastered, their extreme simplicity renders their due observance so perfectly easy and natural as to require

scarcely an effort of recollection even from the most inexperienced and un-intelligent.

Whereas in most other codes a thorough working familiarity with all the *minutiae* of the laws and bye-laws is only to be obtained by prolonged and sustained hard practice, yet a thorough mastery of the rules in this code will enable a player to pick up with the utmost facility any other form of the game.

A further claim, too, may be set up on its behalf, namely, that all unnecessarily dangerous and rough play has been carefully and rigidly excluded: this may, perhaps, be more of a recommendation to the eyes of parents and grown men generally than of boys. None the less valid for all that.

THEORY OF THE GAME. Cricket requires two opposing sides. It is played with a hollow ball, some eight or ten inches in diameter, of India rubber (in former times a bladder) blown full of air, and protected by a leather case.

The goals are placed at opposite ends of the field, each side defending its own, and trying to drive the ball through its opponents'.

It is a game only suitable for cold weather, as cricket is for hot, for the exertion is not only very severe while it lasts, but the intervals of rest in a well-contested game are few and far between.

RULES.

1. The length of the ground shall be not more than 150 yards, and the breadth 55 yards. The ground shall be marked out by posts, two at each end, parallel with the goal-posts, and 55 yards apart; and by one at each side of the ground, half-way between the side-posts.
2. The goal shall consist of two uprights 15 feet apart, with a cross-bar 8 feet from the ground.
3. The choice of goal and kick-off shall be determined by tossing.
4. In a match, when half the time agreed upon has elapsed, the sides shall change goals the next time the ball is out of play. In ordinary games the change shall be made after every goal.
5. The heads of sides shall have the sole management of the game.
6. The ball shall be put in play as follows:
 - (a) At the commencement of the game, and after every goal, by a place-kick 25 yards in advance of the goal, by either side alternately, each party being arrayed on its own ground.
 - (b) If the ball have been played behind the goal-line, (1) by the opposite party, the side owning the goal shall have a place-kick from behind the goal-line at their discretion; (2) by the side owning the goal, whether by kicking or guiding, the opposite party shall have a place-kick from a spot 25 yards in front of the goal, at their discretion.
 - (c) If the ball have been played across the side-lines, the player first touching it with the hand shall have a place-kick from the point at which the ball crosses the line.
7. In all the above cases the side starting the ball shall be *out of play* until one of the opposite side has played it.
8. When a player has played the ball, any one of the same side who is nearer the opponents' goal-line on their ground is *out of play*, and may not touch the ball himself, or obstruct any other player, until the ball

be first played by one of the opposite side, or he have crossed into his own ground.

9. No player shall carry the ball, hold it, throw it, pass it to another with his hands, or lift it from the ground with his hands, on any pretence whatever.
10. All charging is fair; but holding, pushing with the elbows or hands, tripping up, and hacking are forbidden.

11. No player may wear iron plates, projecting nails, or gutta percha on his boots or shoes.

12. A goal is gained when the ball is kicked from the front between the uprights and beneath the cross-bar, or in any way passed through from the front, by the side owning the goal.

13. In case of any distinct and wilful violation of these rules of play by one of either side, the opposite side may claim a fresh kick-off.

DEFINITION OF TERMS.

A place-kick is a kick at the ball while at rest on the ground. The kicker may claim a free space of 3 yards in front of the ball.

Ground.—Each side claims as its own that portion of the ground which lies between its goal and the centre.

Charging is bringing the body into collision with that of an opponent. The arms, and especially the elbows, must be kept well to the sides, not to violate Rule 10.

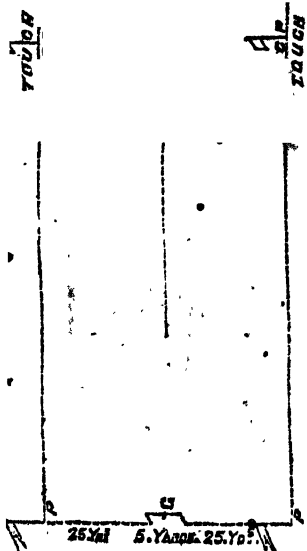
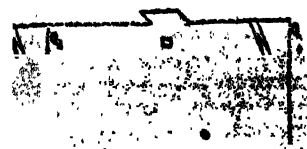
Hacking is kicking an adversary intentionally.

Tripping is throwing an adversary by placing the foot, leg, or any part of the body in the way of an adversary's legs, and thus causing him to fall or stumble.

OBSERVATIONS ON RULES.

Rule 1.—The accompanying diagram will explain, better than any words, the arrangement of the ground required by this rule.

More flags at the side may be used with advantage: the rule only states the number absolutely indispensable,



G G, the goals; P P P P, side-posts; C P, side-posts marking centre of field. All outside the side-posts on either side, and within the lines of the goals (supposing the goal-lines to be prolonged indefinitely), is called "touch."

The *length* of the ground may be varied to suit the number of players; but the *breadth* will be better maintained as above: it is sufficiently wide not to cramp and overcrowd the players, and yet not so wide as to offer too great an opening for that utterly futile side-play which is the great temptation of inferior players who will not see, and inexperienced players who have not yet learned, that to run round is not the quickest way to the opponents' goal. A chance may occur, it is true, once or twice in a match; but it is only a good player and a quick runner who can at once see and take advantage of the opening. Meanwhile side-play in general, since it has no effect upon the result of the game, is mere waste of time and strength; the narrower, therefore, the limits within which it can be restrained, the better.

Five yards or so will not make much difference where some modification is required; but in general the 55 yards prescribed in the rule had better be maintained.

Rule 4.—The first part of this rule is framed to avoid the possibility of one side in a match gaining an unfair advantage over the other by some accident of the ground or wind, a very slight slope or breeze in favour of one party being quite sufficient, if the sides are otherwise at all evenly balanced, to give it an overwhelming preponderance over its opponents.

By the expedient of changing goals at half-time, each side has an equal share of such advantages or disadvantages as the peculiarities of the ground may afford.

The same or a similar rule is not enforced for ordinary games, because, being uncertain in their duration, it is impossible to fix a definite time for the change to take place.

Rule 5.—The heads of sides will of course be careful to gather the opinions of their followers, and to act in accordance with them. The rule only provides a legal channel through which all communications and arrangements may be made between the contending parties. All agreements entered into by the respective heads of sides, within the limits of the rules, are binding upon each.

Rule 6 (a).—This way of starting the ball has been adopted out of several, after long practice, as offering the least advantage to either side. If the length of the ground be materially curtailed or extended, the distance from the goal at which the ball is kicked off must be altered in proportion—i.e., one-sixth of the distance between goals. The ball may be kicked off each time by any player the head of the side may select.

(b) These regulations are framed to render it the interest of all sides to keep the ball in play.

(c) is framed to check, on the part of the defending party, a somewhat dastardly but constantly-employed practice—(if commenced by one side, necessarily followed in self-defence by the other)—of kicking the ball, in cases of emergency, wilfully behind their own goal, to put it out of play.

This rule does not apply to cases where the ball flies off the person of a player endeavouring to stop it, and need not be enforced with too great strictness, being a rule that, once admitted, no honest player would dream of breaking.

Rule 7 is framed to meet the case of two or more players of a side having a

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little sharp practice all to themselves, by zigzagging the ball from hand to hand, or rather from foot to foot, backwards and forwards across the side-lines; an idea that may appear more ingenious than ingenuous, and very unlikely to occur in actual practice. It did nevertheless occur in a regular match, and being of necessity taken up on all hands, proved so destructive to all play that it was then and there inhibited by general consent; and Rule 7 was forthwith made to render its introduction impossible for the future.

Rule 8 is framed to prevent a player from playing cunning—"sneaking" is the technical phrase—and so, by loitering on any or no pretence about the opponents' goal, without trouble or exertion on his own part, seize a chance opportunity of the ball coming near to kick it into goal.

The mere meanness of such a proceeding is quite sufficient argument against it, even were it not evident that its general adoption by both sides alike would entirely rob it of its chance of success, if it did not put an effectual stop to all play whatsoever.

Rule 9.—This does not prohibit a player catching the ball, or taking it on its rebound from the ground: he must only not retain it in his hands, but must put it in play again on the ground. A slight delivery of the ball forward, as much as is necessary to give it an impulse in the direction the player means to take it, does not come under the definition of "throwing."

The main object of the rule is to reduce the opportunities for rough play.

It is obvious that the more privileges are conceded to the offence, the more extensive must be the powers of obstruction granted to the defence.

If a player be allowed to carry the ball, he for the time being identifies himself with the ball; and as all means are and must be lawful to stop *it*, so all means are and must be lawful to stop *him*, for stopping him is stopping the ball. Hence "hacking," "tripping," "mauling," &c., the prolific sources of broken bones, twisted joints, and other attractive features of the "carrying game."

Rule 10.—Charging is retained, partly because, with the restrictions as to elbows, &c., here enforced, it is really not the source of any particular danger, partly because its retention is simply a matter of necessity. It could not be required of the defending party to get out of the way of the attacking party, nor of the attacking party to turn aside whensoever the defending party chose to put itself in the way; and if the one party may fairly obstruct and the other fairly force its way, who is to judge or to define the precise amount of force to be lawfully employed? The only resource, therefore, is to allow it under due restriction.

How TO KICK.—This may appear a very superfluous piece of information: "Anybody can kick!" Anybody *can* kick, in the sense that they can give a blow with the foot; but it is no more true in football that anybody can kick than it would be true to say that in boxing anybody can hit with the fist. It takes long training and practice to strike out as a prize-fighter does, and in the same way it takes long practice to kick like a good football-player.

There are two points to be acquired in learning to kick: one is to make the ball go *far*, and the other to make it go *straight*. These are not, however, two distinct acquirements; accuracy is the first and primary ingredient of hard kicking, and practice for one will be equally practice for the other.

The young player must first learn the correct attitude and action for kicking. This he may do, and with advantage, even without a ball. Let him make a line on the ground, marking on it the place for the ball; then toeing

FOOTBALL.



FIG. 1.



FIG. 2.

the line with his left foot some eight inches to the left of this mark, pose himself as follows :

The whole body held erect, and inclined forward over the left foot, the chest projected, the arms hanging quietly but easily from the shoulder, the left leg straightened out and supporting the whole weight of the body, the right leg also straight, but drawn up so as to hang just free of the ground (Fig. 1.)

In delivering the kick, the right leg is swung well back (the knee being bent as little as may be), and then brought forward with full force, the toe being raised as high as possible, and the whole foot and ankle held rigid. The leg must be made to swing freely from the hip. (Fig. 2.)

Now to *kick* the ball. Of course, wherever the ball is struck, it will fly from the foot in some direction or other ; but, to ensure distance and accuracy, it is necessary for the toe to meet it in one spot, and in one spot only. The accompanying diagram will best point out this spot, and Fig. 3 may be found a useful help to understanding the description of attitude given above. Care must be taken to kick the ball accurately in the centre, or it will inevitably fly off to one side or the other. •

One final direction. The eyes must always be fixed on the ball, under whatever circumstances it is played at. Accurate and effective kicking can only be by sight ; therefore at the moment of delivering the kick the eyes *must* be on the ball.

The diagram only represents the most effective spot in which to kick the ball for distance : if it be desired to make it run along the ground, it must be

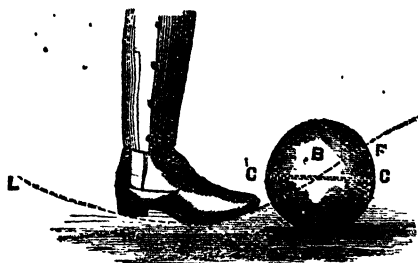


FIG. 3.

kicked higher; if to fly more perpendicularly in the air, the foot must take it lower.

To give the ball due impetus, the player generally takes a short run: it need not be long—10 yards at the utmost; but in every case where he kicks the ball from the ground, whether it be at rest, or he meet, follow, or cross it, he must use the same form in delivering the kick.

He should specially endeavour to kick equally freely with either leg. The best way to do this is to practise mainly with the weaker leg; the other will take care of itself.

Besides the Place-kick, and the various kicks that take the ball from the ground, there are others that take the ball in the air. These are the Half-volley, Drop-kick, and Punt.

In the two former the ball is met by the toe just at its rebound from the ground; in the one case from an ordinary kick, and in the other as it is dropped from the hands of the player. The punt is made by meeting the ball let fall from the hands with the instep: it is occasionally a serviceable variation; but the drop-kick, when practicable, is more effective, and certainly more brilliant.

The ball is occasionally met with the foot *before* the pitch; but, except when the ball is coming with but little force, and time is precious, this method is not to be recommended.

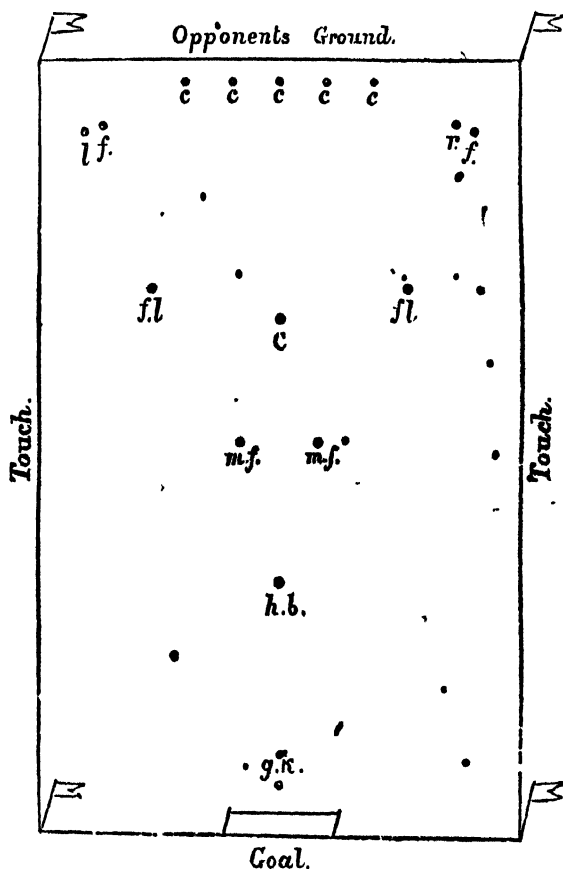
The knack of kicking the ball with the side of the foot, at an angle to the line in which the player is running, is not difficult of acquirement, and is invaluable in actual play, as also is that of "rushing the ball," *i.e.*, of patting it along with the feet while at speed, so as to keep it constantly within reach. To do this well, with unabated speed, and yet without offering a chance to the adversary, is the *ne plus ultra* of fine play.

PLACES OF PLAYERS.—In Diagram C are shown the names and positions of the field, as set for a match sixteen on a side. As both sides will be placed alike, only one-half the field is given.

HAND-PLAY.—A few words upon hand-play. The use of the hands, though as far as possible to be avoided, is yet allowable, and even to be recommended where no other method of stopping the ball is available. For instance, the ball may be struck with the hand in mid-air, or even caught, so that it be immediately put again into play. The ball may not be *lifted* from the ground; it is not, however, unlawful to receive it into the hands at the rebound. Finally, the ball may be stopped with the hand while on the ground, and may

at any time be struck with it; but this privilege should only be sparingly exercised, not only for the sake of the game in general, but because where the foot can be employed with effect, it will be found far more efficient, and is, moreover, more player-like.

DIAGRAM C.



FIELD SET FOR MATCH SIXTEEN ON A SIDE.

C, Captain; c, Charger; rf, lf, right and left forward; mf, Mid-field; fl, Flanker; h.b., Half back; g.k., Goal-keeper.



CRICKET.

Cricket is the king of all outdoor sports--the game which beyond all others it behoves English boys to learn and master.

At once the most scientific and the most permanently interesting of all open-air pastimes; while providing healthy, but not too exhausting, exercise for the body, it stimulates and excites the mind to action not less wholesome and agreeable.

Nor do its claims to the proud position asserted for it amongst our English sports and pastimes rest here. It requires from its followers, and, indeed, cultivates and confirms in them, habits of patient, unflagging attention to the work immediately before them; for of what worth is a would-be cricketer who cannot concentrate his whole thought and energy on the game; who should venture to think, "I was not looking," sufficient excuse for a catch missed or a run lost? Habits of ready obedience and self-negation; for who shall call himself "cricketer" who respects not the laws of the game, and regards not the august decisions of their exponents, who cares not to submit to the wholesome discipline of his captain, or who, steeped in self-conceit and burning with the lust of personal distinction, cares rather to play for his own hand, to see his own name blazoned forth prominently in the score-sheet, than to consult the

advantage of his side, or to further its ultimate success? Habits of presence of mind and unhesitating readiness of action in emergency; for is not the whole game but one long series of sudden emergencies, demanding instant and unhesitating treatment?—and a score of other virtues and moral qualities on which it were tedious to enlarge.

The game of cricket is of some antiquity amongst us. Like most of our public institutions, it has risen from small beginnings, little by little, a rule added here, a licence curtailed there, to its present compact and approximately perfect form.

Of the early history of the game we have very little record. A game called “creag,” played with a bat and ball, and common amongst the Saxons, even before the Norman conquest, is supposed by the best authorities to be the germ from which, in the course of many generations, our present game of cricket has been developed.

It is certain that the game was played, and that commonly, more than two centuries ago; but in its present form, which differs materially from its earlier constitution, it has not yet existed a hundred years.

Before the year 1781, the wickets, which now form, as it were, the very central point of the game, had no practical existence; the bat was in shape like a hockey-stick or golf-club; and there were many other points of divergence from present practice, such that in effect they must have rendered the cricket of 1769 an almost totally different game from that of the present day.

As, however, our present purpose is rather with the game of our time than with that of 1769—rather with actual practice than with past history—we will forbear any further reference to those dark ages, when wickets as wickets were not, and when bats were bludgeons, and address ourselves to the task immediately before us.

It is scarcely possible, and, indeed, it is almost an insult, to suppose that any English boy, who is old enough to read this, can be ignorant of the general character and theory of cricket. Nevertheless, for the benefit of such benighted beings, if any such there be, a few lines may be not unreasonably devoted to a due and concise exposition of the leading features and objects of the game.

There are two methods of playing cricket, viz., single and double wicket, differing from each other in many important points, yet in elementary constitution and in most leading points of practice essentially the same. A short glance, therefore, at first principles may well serve for both.

To play cricket, two opposing parties strive in turn to score as many “runs” as possible from the bowling of their opponents, who, of course, strain all their energies to reduce this score to the smallest practicable dimensions.

The “outing side,” through its bowler, strives to knock down the wickets with the ball, delivered from a given point and under certain restrictions; while the other or “inching side,” through its batsman, defends them with the bat, and, if possible, strikes the ball away to such a distance that, before it can be returned, he may be able to run from wicket to wicket one or more times, and each time this distance is accomplished, one is added to the score of his party.

If he fail to protect his wicket, or if the ball be caught by the opposite party after he has hit it and before it touches the ground, or if, in any other way specified in the rules he be “put out,” he has to retire, and another of his party takes his place, until they are all in turn thus disposed of. The outing

side then takes their place at the wickets and becomes the inning side, while they become the outing side.

When this change has been effected twice in due rotation, each side being allowed two turns or "innings" at the wickets, the runs that each has made are added up, and that side which has scored the most wins the day.

Amongst its other recommendations, cricket possesses an advantage over football and most other outdoor games in the universal identity of its rules. There is one central club, the Marylebone, better known to cricketers as the M.C.C., to which, by common consent, the whole body of cricketers looks for the rules and regulations of the game.

As it is imperatively necessary to know the rules of a game, at least in outline, before beginning to play it, the rules of the M.C.C., as authorized and published in 1866, are here given; and the young reader who burns with the hope of one day attaining a cricketer's fame is strongly advised to study closely and carefully not only the rules themselves, but also the explanatory notes appended to them.

THE LAWS OF CRICKET,

With the latest alterations, revised by the Marylebone Cricket Club, 1866.

1. THE BALL must weigh not less than $5\frac{1}{2}$ oz., nor more than $5\frac{3}{4}$ oz. It must measure not less than $9\frac{1}{4}$ inches in circumference. At the beginning of each innings either party may call for a new ball.
2. THE BAT must not exceed $4\frac{1}{2}$ inches in the widest part; it must not be more than 38 inches in length.
3. THE STUMPS must be three in number, 27 inches out of the ground; the bails 8 inches in length; the stumps of equal and sufficient thickness to prevent the ball from passing through.
4. THE BOWLING-CREASE must be in a line with the stumps, 6 feet 8 inches in length, the stumps in the centre, with a return-crease at each end towards the bowler at right angles.
5. THE POPPING-CREASE must be 4 feet from the wicket, and parallel to it; unlimited in length, but not shorter than the bowling-crease.
6. THE WICKETS must be pitched opposite to each other by the umpires, at the distance of 22 yards.
7. It shall not be lawful for either party, during a match, without the consent of the other, to alter the ground by rolling, watering, covering, mowing, or beating, except at the commencement of each innings, when the ground may be swept and rolled at the request of either party, such request to be made to one of the umpires within one minute after the conclusion of the former innings. This rule is not meant to prevent the striker from beating the ground with his bat near to the spot where he stands during the innings; nor to prevent the bowler filling up holes with sawdust, &c., when the ground is wet.
8. After rain the wickets may be changed with the consent of both parties.
9. THE BOWLER shall deliver the ball with one foot on the ground behind the bowling-crease (see p. 126) and within the return-crease, and shall bowl four balls before he change wickets, which he shall be permitted to do only once in the same innings.
10. The ball must be bowled. If thrown or jerked, the umpire shall call "No ball."

11. He may require the striker at the wicket from which he is bowling to stand on that side of it which he may direct.
12. If the bowler shall toss the ball over the striker's head, or bowl it so wide that in the opinion of the umpire it shall not be fairly within the reach of the batsman, he shall adjudge one run to the party receiving the innings, either with or without an appeal, which shall be put down to the score of "wide balls." Such ball shall not be reckoned as one of the four balls; but if the batsman shall by any means bring himself within reach of the ball, the run shall not be adjudged.
13. If the bowler deliver a "no ball" or a "wide ball," the striker shall be allowed as many runs as he can get, and he shall not be put out, except by running out. In the event of no run being obtained by any other means, then one run shall be added to the score of no balls or wide balls, as the case may be. All runs obtained for wide balls to be scored to wide balls. The names of the bowlers who bowl wide balls and no balls in future to be placed on the score, to show the parties by whom either score is made. If the ball shall first touch any part of the striker's dress or person, except his hands, the umpire shall call, "leg-bye."
14. At the beginning of each innings the umpire shall call, "Play!" From that time to the end of each innings no trial ball shall be allowed to any bowler.
15. THE STRIKER IS OUT if either of the bails be bowled off, or if a stump be bowled out of the ground;
16. Or if the ball, from the stroke of the bat or hand, but not the wrist, be held before it touch the ground, although it be hugged to the body of the catcher;
17. Or if, in striking, or any other time while the ball shall be in play, both his feet shall be over the popping-crease and his wicket put down, except his bat be grounded within it;
18. Or if, in striking at the ball, he hit down his wicket;
19. Or if, under pretence of running or otherwise, either of the strikers prevent a ball from being caught, the striker of the ball is out.
20. Or if the ball be struck, and he wilfully strike it again;
21. Or if, in running, the wicket be struck down by a throw, or by the hand or arm (with ball in hand), before his bat (in hand) or some part of his person be grounded over the popping-crease. But, if both the bails be off, a stump must be struck out of the ground;
22. Or if any part of the striker's dress knock down the wicket;
23. Or if the striker touch or take up the ball while in play, unless at the request of the opposite party;
24. Or if with any part of his person he stop the ball, which, in the opinion of the umpire at the bowler's wicket, shall have been pitched in a straight line from it to the striker's wicket, and would have hit it;
25. If the players have crossed each other, he that runs for the wicket which is put down is out.
26. A ball being caught, no run shall be reckoned.
27. A striker being out, that run which he and his partner were attempting shall not be reckoned.
28. If a lost ball be called, the striker shall be allowed six runs; but if more than six shall have been called, then the striker shall have all that have been run.

29. After the ball shall have been finally settled in the wicket-keeper's or bowler's hands, it shall be considered dead; but when the bowler is about to deliver the ball, if the striker at his wicket go outside the popping-crease before such actual delivery, the said bowler may put him out, unless (with reference to Law 21) his bat in hand, or some part of his person, be within the popping-crease.
30. The striker shall not retire from his wicket, and return to it to complete his innings, after another has been in, without the consent of the opposite party.
31. No substitute shall in any case be allowed to stand out or run between wickets for another person without the consent of the opposite party; and in case any person shall be allowed to run for another, the striker shall be out if either he or his substitute be off the ground, in manner mentioned in Laws 17 and 21, while the ball is in play.
32. In all cases where a substitute shall be allowed, the consent of the opposite party shall also be obtained as to the person to act as substitute, and the place in the field which he shall take.
33. If any fieldsmen stop the ball with his hat, the ball shall be considered dead, and the opposite party shall add five runs to their score; if any be run, they shall have five in all.
34. The ball having been hit, the striker may guard his wicket with his bat, or with any part of his body except his hands, that Law 23 may not be disobeyed.
35. The wicket-keeper shall not take the ball for the purpose of stumping until it have passed the wicket; he shall not move until the ball be out of the bowler's hand; he shall not by any noise incommode the striker; and if any part of his person be over or before the wicket, although the ball hit it, the striker shall not be out.
36. The umpires are the sole judges of fair or unfair play, and all disputes shall be determined by them, each at his own wicket; but in case of a catch which the umpire at the wicket bowled from cannot see sufficiently to decide upon it, he may apply to the other umpire, whose decision shall be conclusive.
37. The umpires in all matches shall pitch fair wickets, and the parties shall toss up for choice of innings. The umpires shall change wickets after each party has had one innings.
38. They shall allow two minutes for each striker to come in, and ten minutes between each innings, when the umpire shall call "play." The party refusing to play shall lose the match.
39. They are not to order a striker out, unless appealed to by the adversaries;
40. But if one of the bowler's feet be not on the ground behind the bowling-crease and within the return-crease when he shall deliver the ball, the umpire at his wicket, unasked, must call "no ball."
41. If either of the strikers run a short run, the umpire must call "one short."
42. No umpire shall be allowed to bet.
43. No umpire is to be changed during a match, unless with the consent of both parties, except in case of violation of Law 42; then either party may dismiss the transgressor.
44. After the delivery of four balls the umpire must call "over," but not

until the ball shall be finally settled in wicket-keeper's hands; the ball shall then be considered dead. Nevertheless, if an idea be entertained that either of the strikers is out, a question may be put previously to, but not after, the delivery of the next ball.

45. The umpire must take especial care to call "no ball" instantly upon delivery, and "wide ball" as soon as it shall pass the striker.
46. The players who go in second shall follow their innings if they have obtained 80 runs less than their antagonists, except in all matches limited to only one day's play, when the number of runs shall be limited to 60 instead of 80.
47. When one of the strikers shall have been put out, the use of the bat shall not be allowed to any person until the next striker shall come in.

THE LAWS OF SINGLE WICKET.

1. When there shall be less than five players on a side, bounds shall be placed 22 yards each in a line from the off and leg stump.
2. The ball must be hit before the bounds, to entitle the striker to run, which run cannot be obtained unless he touch the bowling-stump or crease in a line with his bat, or some part of his person, or go beyond them, returning to the popping-crease, as at double wicket, according to Law 21.
3. When the striker shall hit the ball, one of his feet must be on the ground and behind the popping-crease; otherwise the umpire shall call "no hit."
4. When there shall be less than five players on a side, neither byes nor overthrows shall be allowed; nor shall the striker be caught out behind the wicket, nor stumped out.
5. The fieldsman must return the ball so that it shall cross the play, between the wicket and the bowling-stump, or between the bowling-stump and the bounds; the striker may run till the ball be so returned.
6. After the striker shall have made one run, if he start again, he must touch the bowling-stump and turn before the ball cross the play, to entitle him to another.
7. The striker shall be entitled to three runs for lost ball, and the same number for ball stopped with bat, with reference to Laws 28 and 23 of double wicket.
8. When there shall be more than four players on a side, there shall be no bounds. All hits, byes, and overthrows shall then be allowed.
9. The bowler is subject to the same laws as at double wicket.
10. Not more than one minute shall be allowed between each ball.

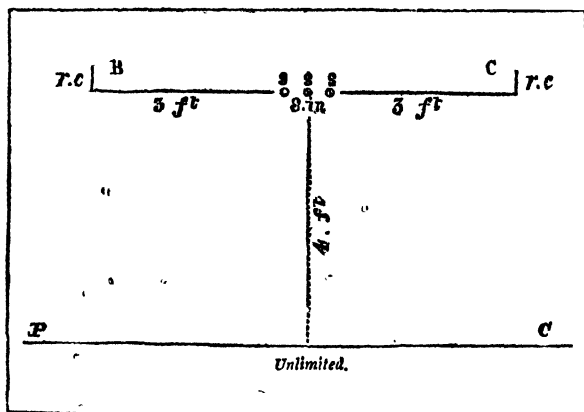
OBSERVATIONS ON RULES.

DOUBLE WICKET.

Rules 3, 4, and 5.—The accompanying diagram will explain, better than many words, the arrangement and method of marking the various creases, which are usually marked out on the turf with a mixture of chalk or whiting and water.

It is well to practise always with the creases duly marked, and in strict observance of all rules connected with them, as the mind thus forms a habit of unconscious conformity to them, and the player is not embarrassed, as too

many are when they come to play in an actual match, by the necessity of keeping a watch over his feet as well as over the ball. Many a good bat, especially amongst boys, allows himself to be cramped in his play in this very unsatisfactory manner.



s s s, the Stumps (the three together forming the *Wicket*); B C, the Bowling-crease; .c, the Return-crease; P C, the Popping-crease.

The purposes of the several creases are as follows:

The BOWLING-CREASE marks the nearest spot to the striker from which the bowler may deliver the ball.

The RETURN-CREASE prevents the bowler from delivering the ball at an unreasonable distance laterally from the wicket; and the two together mark out within sufficiently exact limits the precise spot from which the striker may expect the ball.

The POPPING-CREASE, while giving the striker ample space to work in, puts a check upon any attempt to get unduly forward to meet the ball; it forms, too, a distinct and convenient mark by which to judge of a man's being on his ground, and of his having run the requisite distance between wickets. It is unlimited, to avoid the confusion between strikers and fieldsmen, which must inevitably be of constant recurrence were the strikers required to run directly from wicket to wicket.

Rule 13.—"All runs obtained from wide balls to be scored to wide balls." This does not include hits, as, by the latter part of Rule 12, "if the batsman bring himself within reach of the ball, the wide does not count." Hits, therefore, made off wide balls score to the striker.

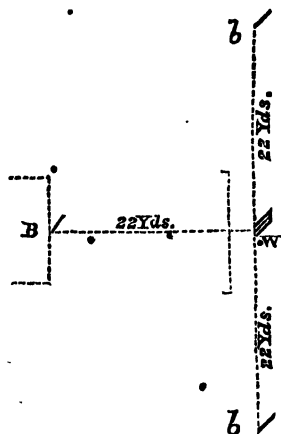
Rule 17.—The popping-crease itself, it must be remembered, does not form part of the ground; the bat or part of the body must, therefore, be *inside* it; *on* it is not sufficient to meet the requirements of the rule; if the bat or some portion of the body be not *on the ground inside* the crease when the wickets are put down, the player is out.

Rule 20.—The striker may block or knock the ball away from his wicket

after he has played it, if that be necessary to keep it from the stumps. The rule only forbids striking it a second time with intent to make runs.

SINGLE WICKET.

The accompanying diagram shows the ground marked out for single wicket with less than five players on a side.



B, the Bowling-stump, Crease, &c.; w, the Wickets, with Popping-crease, as in double wicket;
b b, the Boundaries.

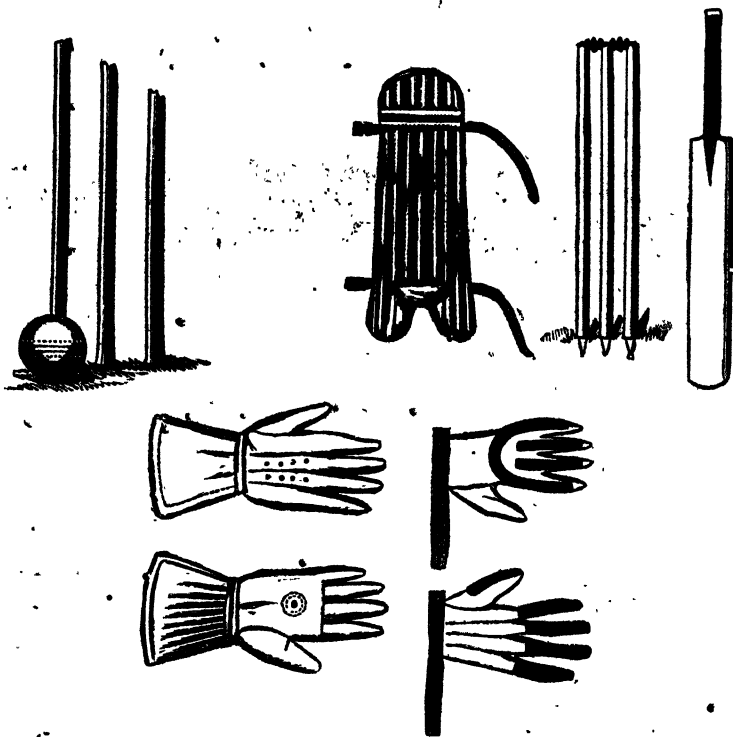
Rule 2.—"Hit before the bounds" means that the ball, after leaving the bat, must first *touch the ground in front of the line* marked by the two bounds, which line, by the way, is, like the popping-crease, supposed to extend illimitably either way.

Single wicket is chiefly valuable in dearth of sufficient players to form an adequate field at double wicket. It is so inferior in interest to double wicket, that it is hardly ever played, unless when the latter is impracticable.

A good game at single wicket, though, where only a few players have met for practice, is far better, and infinitely more improving, than any amount of the desultory knocking about which is usual on such occasions. For a player deficient in driving and forward hitting of all kinds the practice it affords is invaluable, and to such a good course of single wicket is strongly recommended.

IMPLEMENTS.—A few words upon the choice of bats, balls, gloves, &c. Too much pains cannot be taken by a cricketer in thus providing his outfit. None but experienced hands *can* estimate the vital importance of attention to all such details:—that the bat is the right weight and size, and properly balanced; that the gloves, shoes, pads, &c., are perfect in their fit and appointments; in fine, that the player stands at the wicket or in the field fully equipped for the fray, yet in nowise impeded or hindered by ill-fitting garments, clumsy shoes, or cumbersome pads.

First, then, for the bat. This is limited in Rule 2 both as to length and width; but the thickness and weight are left to the fancy and capacity of the



player. In a general way, a tall man can use a heavier bat than a short one. About 2 lb. is a fair weight for a player of middle height and ordinary muscular development.

Although it is a great mistake to play with too heavy a bat—for nothing so cramps the style, and so entirely does away with that beautiful wrist-play which is the *ne plus ultra* of good batting, as attempting to play with a bat of a weight above one's powers; yet extreme lightness is still more to be deprecated: it is useless for hard hitting, and can therefore do little in the way of run-getting against a good field; "shooters," too, will be apt to force their way past its impotent defence.

The points most to be looked for in a bat are these:—First, weight suited to the player. The young player should play with a heavier bat every year, until he attains to his full stature. Don't let him think it "manly" to play with a full-sized bat before he is thoroughly up to the weight and size: it is much more manly to make a good score.

Secondly, good thickness of wood at the drive and lower end of the bat, *i.e.*, at the last six inches or so.

Thirdly, balance. Badly balanced bats give a sensation as of a weight attached to them when they are wielded, while a well-balanced one plays easily in the hand. Experience alone can teach the right feel of a bat.

The outward appearance of a bat must not always be taken as a certain indication of its inherent merits: varnish and careful getting up may hide many a defect. There are many fancies, too, in favour of different *grains*: a good knot or two near the lower end is generally a good sign; but, after all, nothing but actual trial of each several "bit of willow" can decide its real merits or defects.

Last, but not least, the *handle* is a very important consideration. Cane handles, pure and simple, or in composition with ash or other materials, are the best: some prefer oval handles, some round. The handle should, at least, be as thick as the player can well grasp: a thick handle greatly adds to the driving power of the bat; it is also naturally stronger, and therefore more lasting. A good youth's bat costs about eight shillings.

It should be remembered that a good bat, like good wine, improves with keeping.

In purchasing balls, wickets, and other needful "plant" it will be found better economy to pay a little more in the beginning, and thus get a good article. With reasonable care, such first-class goods will last out whole generations of the more cheaply got-up articles, and prove more satisfactory throughout into the bargain.

In choosing wickets, attention must be paid to two points: first, that each stump be perfectly straight; and, secondly, that it be free from flaws or knots. The least weakness is sure to be found out sooner or later.

Great attention should be paid to the bails, that they are exactly of the right size, especially that they are not too long. The least projection beyond the groove in the stump may make all the difference between "out" and "not out"—between, perhaps, winning a match and losing it.

Stumps and bails, with ordinary care, ought to last a very long time. The chief thing to guard against is their lying about in the wet, or being put away damp: moisture is very apt to warp them.



So that the gloves and pads *fit*, the player may be left pretty much to his own discretion in selecting a pattern. Vulcanized India rubber is the best for gloves.

Spiked or nailed shoes are a *necessity*. The player may please himself in the vexed question of spikes *v.* nails. Many players keep two pairs of shoes—with spikes for wet and slippery ground, with nails for dry ground.

It is hardly worth while for a boy in the rapid-growing stage to set up a regularly built pair of cricketing shoes; an admirable substitute may be found, though, in the ordinary *canvas shoes*, as used for rackets, &c., price half a crown; a few nails will make them answer all the purposes of the more legitimate article.

Parents and guardians may be informed that a proper costume of flannel and shoes is actually better economy than condemning a boy to play in his ordinary clothes; and for this reason—flannels are made to suit the exigences of the game, loose where they should be loose, and *vice versa*, without regard to the exigences of fashion; they are cheaper, and are nevertheless more lasting, than ordinary cloth clothes; they never get shabby, will wash when dirty, and will carry a darn or patch without detriment to their dignity; they are not injured by perspiration or wet; and, above all, they are great preservatives against colds and other ailments.

Shoes may put in much the same claim. Cricket is marvellously destructive of the ordinary walking-boot; is it not then better to substitute a cheaper and more durable article?

If spikes be chosen, they should be arranged thus:  not, as is more usual, thus:  A very short experience will show the "reason why." In choosing spikes, care should be taken to obtain good length and small diameter; a squat, clumsy spike is an awful nuisance. If nails be the choice, they should not be put much nearer than at intervals of an inch, otherwise they will be liable to clog.

PRELIMINARY OBSERVATIONS.—Before entering upon the science of the game, I would especially impress upon the minds of my young readers the desirability of doing things in the *right way*.

If they play cricket, let that cricket be their very best; any little extra trouble at first will be more than repaid by the results. It is not given to every man to be a first-rate cricketer; but most men might play far better than they do, and many men, who now hardly deserve the name of players, might, with very little expenditure of trouble in their younger days, have been now men of mark in the cricketing world.

Be it remembered, then, that there is a *right way* to perform each function of cricket, and a *wrong way*, or perhaps I should rather have said, innumerable wrong ways.

Now, this *right way* will hardly come of itself: cricket, by the light of Nature only, would be a prodigy indeed. The beginner must, therefore, first ascertain what this *right way* is, and thenceforth strive continually to practise and perfect himself in it, whether it be in batting, bowling, or fielding, until habit has become a second nature.

And not only must the learner cultivate *good habits*, he must diligently eschew all *bad ones*; for bad habits are wonderfully easy of acquirement, but, once acquired, can hardly ever be completely shaken off.

It is all very well to say, "I know the *right way*, and that is enough," and then, from sheer laziness or indifference, go the *wrong*; but when it comes to the point of practical experience, it will be found that the bad habit will have an uncomfortable knack of coming into play at critical moments, just when it is least desired.

For cricket, it should be remembered, is a series of *surprises*. Give a man time to think, and he can decide between the *right way* and the *wrong*; but *time to think* is just the very thing a man does *not* get at cricket: instant, unhesitating action is his *only chance*.

If he has habituated himself to one only method of action, he *must*, he *can*, only act in accordance with it; but if there be several conflicting habits, who shall say which shall be the one that comes first to hand in an emergency?

Let the young cricketer then—and the old one, too, for the matter of that—make this his rule and study, to make every ball he bowls, he bats, or he fields, one link more in the chain of good habits, one step farther on the road to success.

SCIENCE OF THE GAME.

BATTING—BOWLING—FIELDING, ETC.

BATTING.—Like boxing, fencing, &c., batting is quite as much an affair of the legs and of the body generally as of the hands and arms—at first sight, the parts almost solely concerned.

The beginner, therefore, must not think that, when he has learnt to hold his

bat correctly, and to wield it with tolerable facility, he has mastered the main principles of the art; he has, indeed, scarcely even acquired the most rudimentary knowledge of them.

Every kind of ball—it may almost be said *every* ball—demands for its proper treatment a distinctly specific attitude of the whole body, by which, and which only, the bat can be brought to bear with the fullest attainable effect, or, indeed, with any effect worth speaking of at all; and this attitude, to avail the batsman anything, must be assumed with unhesitating promptness and decision the instant a correct judgment of the ball can be formed, which should be almost as soon as it has left the bowler's hand. A really fine player "forms," as the phrase goes, at the very instant the ball is delivered.

Demosthenes, being asked the three chief essentials of good oratory, replied, "Firstly, action; secondly, action; and, thirdly, action." And so of batting: the first, second, and third essentials for a good "bat" are attitude, attitude, attitude; or, in more hackneyed and familiar phrase, "Attitude is everything."

It would be impossible, if, indeed, it were necessary, to describe and figure in the short space of a few pages, every conceivable attitude that can be assumed by the batsman; but the young beginner will find the succeeding cuts and accompanying explanations and instructions more than sufficient for all his wants.

A slight expenditure of time and trouble in mastering their leading principles and details, and a little well-directed zeal and perseverance in reducing them to practice—care being always taken not to form bad or conflicting habits—will, in a wonderfully short time, enable even a mere boy to acquire a style and precision to which very many players only attain after years of hard practice, and to which, sooth to say, the large majority never attain at all.

Let the young batsman only beware of two things—of falling in with the too common custom of mere desultory batting and bowling, than which nothing is more prolific in the formation of bad habits, fatal to all correct play; and, secondly, of aspiring to play with a bat of a weight and size in excess of his powers—an ambition only to be gratified at the expense of acquiring and confirming a heavy, ungainly, and, therefore, incorrect and inefficient style.

HOW TO HOLD THE BAT.—Grasp the handle firmly from behind, near the shoulder, with the right hand, bringing the fingers well round in front, the thumb meeting them from the other side, and passing beyond but on the lower side of the forefinger, and firmly pressed against it; then, placing the lower end of the blade on the ground, with the face-towards the bowler, and the handle inclined a little forward, bring the left hand down to the *front* of the handle, and grasp it above the right hand, the knuckles to the front, and the thumb pointed downwards. The handle of the bat must lie along the inside of the left wrist, and only slightly out of the line of the fore-arm (see Fig. 1). This attitude of the hands appears at first to the unaccustomed novice cramped and ungraceful; but a little practice will render it not only perfectly easy, but, if he so please, perfectly graceful too.

But this is not the only way in which, in wielding the bat, the hands grasp the handle; if so, the bat would have little play, and its only possible movements would be those of a pendulum. By shifting the left hand round from the front to the rear of the handle, still retaining the grasp of the right, a wonderful addition of power is obtained over the bat: instead of the arms and bat forming one long rigid line, rotating only at the shoulder, there will



FIG. 1.



FIG. 2.

now be added motion of the elbow and perfectly unlimited capacity of action at the wrist.

This shifting the hand from front to rear of the handle and back again, to be done smoothly and with perfect facility, will require some trouble and attention before it is mastered; but, as it is the very *sine quâ non* of scientific and, therefore, of effective batting, it will well repay the trouble expended upon it.

The beginner will find it a useful plan to exercise himself in these and the following practices and positions at odd times, when he has a few minutes to spare, with a bat only; or a stick will do. A very fair mastery of the bat may be obtained without ever playing a ball, as a man may acquire some proficiency as a marksman without firing a shot.

The next point to which the learner must direct his attention is POSITION. In standing at the wickets, he must first ascertain—from the umpire at the bowler's wicket, if any umpire there be—the exact spot on the popping-crease at which his bat, when held upright, conceals the middle stump of his wicket from a person standing where the bowler will deliver his ball: this spot is called the “guard.”

Having found this “guard” (by the way, he should carefully mark it by scratching the crease in some way, as most convenient), he must take up his position as follows. Holding the bat as in Fig. 1, he must ground the lower end of it at guard; the right foot must be planted just inside, and parallel with, the popping-crease; the toe about two or three inches from, and slightly in advance of, the bat; the left foot must be advanced slightly, its toe pointing in the direction of the bowler, both feet planted firmly on the ground, the

weight resting chiefly on the right, both knees straightened up, the body as upright as the position of the bat will allow, the left elbow well up, the left shoulder turned towards the bowler, the head erect and looking over the left shoulder watching for the ball. This is called the first position (see Fig. 2), and ensures an upright bat—the great desideratum of safe play—and gives the striker a command over any awkward twistings or shootings of the ball unattainable by any other means. It does not, however, put him into a position to strike with any effect: some change has to be made. As the ball is delivered, the striker throws back the point of his bat to the bails, shifting his left hand from front to rear of the handle as above described, using the right wrist as a pivot: in this position the striker is ready for anything. Should the ball rise or twist, there the bat is waiting for it; should it give an opening for a hit, the hit will be made with all the more force and effect; or should it shoot along the ground—most deadly of possibilities—the bat's own weight will almost alone bring it back to the safe position of "guard." This position is called "make ready" (see Fig. 3). As it is the bowler's first object to knock down the wickets, so it must be the batsman's first object to keep them up: the integrity of his wickets is the prime necessity of the striker's existence; *defence, therefore, before defiance*, must be the learner's motto.

Many balls, if they do not possess any further element of danger than their straightness, may be safely met and played in the form of Fig. 3; but a good bowler will take care to pitch the ball in such a manner as to make this defence, if not impracticable, at least extremely hazardous. A ball that pitches from a yard and a half to two yards from the bat, according to the speed of the bowling, is called a "length ball," because it pitches just the right length to be most puzzling to the batsman; and it can only be met with reasonable safety in one of two ways—either by playing forward and stopping it at the pitch, or by playing back, and thus gaining time to judge its flight after it takes the ground.

It should be remembered that the only puzzling part of a ball's flight is after it takes the ground, not only because, having less distance to travel, it gives the striker less time to judge it, but because any bias or spin imparted to it by the bowler can only take effect when it comes into contact with the ground.

By forward play, the batsman is enabled to smother the ball before this bias has time to produce much effect; and by back play he gains time to prepare for, and meet, any unexpected eccentricity in its line of flight.

Forward play is only of service when the pitch is so near that the batsman can, by reaching forward, get so well over it as to render it next to impossible



Fig. 3.



FIG. 4.



FIG. 5.

for the ball, however much it may twist or shoot, to evade the bat; if he cannot safely reckon upon this, he had better have recourse to back play.

Every ball *may* be met by back play, and now-a-days it is the more favoured method; but, none the less, forward play, where it is applicable, is not only the safest, but the most effective play.

By reaching forward, it will often be possible to make a good hit off a ball that it might otherwise be difficult to keep from the wickets; whereas, in playing back, it is hardly possible to do more than pat the ball away for one run.

FORWARD PLAY (see Fig. 4) is managed thus: The striker being in the attitude of "make ready," keeping his right foot, of course, on the ground inside the popping-crease, strides out with his left, and, leaning well forward, thrusts his bat in front of him in the path of the ball.

In doing this the bat must be kept rigidly in line with the middle stump, the handle inclined neither to the right or the left, or it may leave an unguarded spot for the ball to get past; the handle must, however, be inclined well *forward* towards the bowler, that, in case the ball should rise a little too quickly, it may be beaten back again to the ground, lest flying off the bat it fall a prey to some ready fieldsmen.

In this attitude *both* hands will be behind the bat, and both, more especially the right, should hold it in a firm grip; the left shoulder must be thrust forward, and the left elbow be well up.

The learner should practise this and, indeed, all the other positions by himself, without a bowler, until he can assume them mechanically, and so be free to concentrate all his thoughts upon the bowling.

BACK PLAY (see Fig. 5) is, as its name implies, the opposite in every way of the preceding. The *left* foot stands fast; the *right* is thrown back almost

up to the wicket; the upper part of the body leans over the right knee; and the bat hangs suspended perpendicularly from the wrists, its shoulder level with the bails, the hands grasping the handle as in Fig. 1. Thus posed, the batsman waits for the ball: if it shoot, he can be down on it; if it rise, he meets it by a slight movement of his wrist at the moment of contact (the bat, by the way, in this and all other cases, must never be allowed to hang a dead weight in the hands), plays the ball down if it be perfectly straight, or away into the field if it be not.

The young player must learn to make these changes of position with unwavering smoothness and certainty. The least unsteadiness of hand or foot will almost inevitably prove fatal.

He must, above all things, keep constantly before his mind the golden rule, that the only safety to his wicket lies in rigidly *straight play*, that is, in meeting the ball with a bat always, as far as inclination to one side or another is concerned, accurately perpendicular.

HITTING.—The next thing for the beginner, after learning the method of handling his bat, and the most advantageous method of standing and preparing for the ball, is to learn how to hit. This is not so simple a matter as might be supposed. Anybody, it is true, can, the first time he handles a bat, strike the ball with it with more or less force, according to his muscular strength and natural aptitude; but this is not *hitting* in the cricketer's sense of the word.

In the first place, a hit, to be "clean," requires that the ball should leave the bat at a distance of from five to eight inches from its point; and the bat itself must by no means be made to swing round in a huge circle like a sack or a one-armed windmill, but must be wielded with a short, vigorous, combined action of the wrists, arms, and shoulders.

In hitting, there are four leading principles to be always kept in mind: hit *hard*, hit *late*, hit *low*, and hit by *sight*, not by *guess*. Every hit should be made with all the force you can bring to bear upon it, since every yard that the ball is driven adds to the chances of a run, and every run lost or gained is so much gain or loss to the fortunes of the innings side.

The young batsman should especially cultivate the knack of dropping down heavily upon "shooters," *i.e.*, balls that, after they pitch, run or shoot along the ground, instead of rising. Most players are content merely to "block" such balls, that is, to bring the bat down to meet them, with only sufficient force to stop them or drive them back a short distance, content with merely rendering them innocuous. But, with a quick hand, a good eye, and a little practice, the young player may learn to do better than this; he may learn not only to play these, the most deadly of all balls, with confident security, but even to drive them away with such force as to make runs from them.

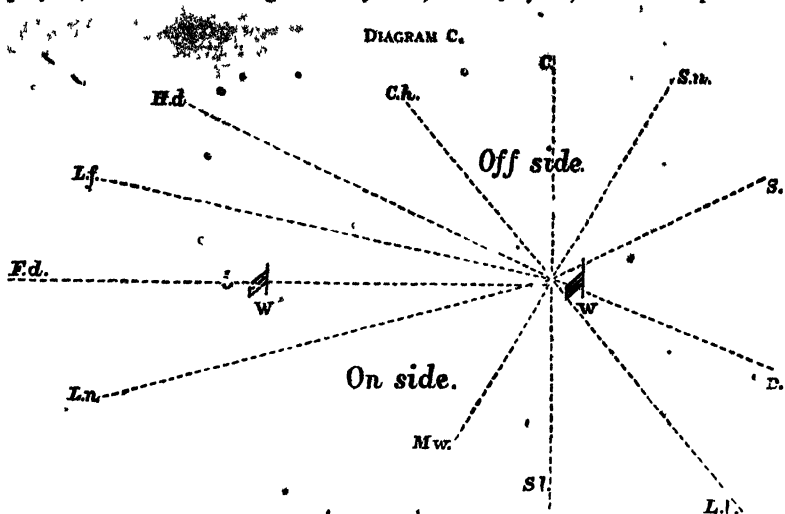
To do this, he must follow the ball carefully with his eye every inch of the way from the bowler's hand to his bat, and, waiting till it is just on the point of passing him, bring his bat forcibly to meet it, giving a kind of push or shove forward at the moment of impact. It is astonishing how far a ball, blocked in this manner, can be driven by a skilful player.

Hitting should be always as *late* as possible, that is, the ball should in most cases be allowed to be level with the body at the moment the bat meets it, because in that way alone the full force of the stroke is expended in propelling the ball; whereas, if the hit be made a little earlier, as is mostly the case with ordinary players, or too late, much of the strength is wasted in the air.

Hitting should be *low*; that is, the ball should be rather sent skimming along the ground than soaring in the air, partly, as may be well understood, for safety, that the striker may not be caught out, and, partly, because in that way, on good ground, the same expenditure of force drives the ball farther than by "sky-hitting."

Sky-hitting is more attractive to the novice, and far more applauded by the uninitiated outsiders, than low ground hitting; but the latter is the safer and the more effective, and therefore indisputably the *correct* method. A dashing, slashing sky-hitter may occasionally, with good fortune, make a good score; but the low hitter is the safe man, and, *ceteris paribus*, will in the long run make better scores.

And, above all things, hitting should be by *sight*, not by *guess*. Too many players, some even among the very best, habitually hit, not at the spot where



W W, Wickets; b, Bowler; S, Slip; S.n, Snick; C, Cut; C.h., Cover-hit; H.d., Harrow-drive; L.f., Long-off; F.d., Forward-drive; L.n., Long-on; M.w., Mid-wicket; S.l., Square-leg; L.l., Long-leg; D., Drive.

C. B.—The dotted lines only indicate the general direction of each hit.

they see the ball is, but where they think it will be. It is true that, if their calculation be correct, they are thus enabled, by being beforehand with the ball, to hit well away many that would be otherwise highly difficult to get away at all.

A good eye and good judgment may enable a man to pursue this course with considerable impunity, or, indeed, with some success for a time; but it does not pay in the long run: he is sure, in the end, to have his share of "luck," in the shape of "shooters," and against them he is powerless, for he can only hit on the chance of the ball rising.

The ball, too, will constantly, after it pitches, change its direction, or unexpectedly rise higher than ordinary. Fortunate, in these cases, must the guess-hitter be who does not "put up a catch" for the expectant fieldsmen.

Every ball, according to its greater or less accuracy to the distance of the

point where it first pitches from the batsman, and to the manner in which it comes in from the pitch—whether, that is, it rise, twist, or shoot—requires a totally distinct method of treatment, a different action of the bat, and a different attitude of the body.

As it would be impossible, as I said above, to figure and describe here in detail every hit upon the ball, the leading and representative hits only have been delineated and described, while the less marked variations have received only a passing, but perhaps amply sufficient, notice.

HITS.—The accompanying Diagram C will show, without need of further explanation, all the hits that are on the ball.

The hit is said to be made *on* or *off* as the ball is driven into the field on the left or right side of the batsman as he faces the bowler.

SLIP.—Properly speaking, slip is not a hit at all, inasmuch as the ball acquires no additional impulse from the bat; it is only from fast bowling that it can in any way be of much effect in obtaining runs. In order to make it, the batsman has only, in case of a rising ball, to let a ball passing a little wide of the off stump (*i.e.*, the stump farthest from the batsman, the others being called “middle” and “leg” (glance from his bat, and, if it have any speed, it will do the rest for itself. He must, however, be very careful, in doing this to a rising ball, to slant the handle of his bat well over the ball, so as to play it on to the ground before it reaches the ready fingers of “short-slip,” who else may bring his innings to an untimely close.

If the ball be along the ground, the bat should be brought down hard upon it, and more of a hit attempted. This will, in all probability, drive it between “slip proper” and “cut,” where the field is generally somewhat unguarded.

If a low or ground ball be some six inches or so wide of the wicket, a modification of the “slip” may be advantageously employed. The striker must wait until the ball is well up, and then, stepping back with his right foot, and facing in the direction of “cut,” bring the bat down upon it with a sharp, quick action of the wrists; the ball will fly off in the same direction as the preceding. If well timed and skilfully executed, this hit is most effective. Its technical name, somewhat expressive, but far from graceful, is “snicking.”

CUT.—The cut proper (Fig. 6) is not employed so freely now, in these days of round-arm bowling, as it used to be in the olden days of underhand, not because the requisite skill is wanting, but because the present style of bowling does not favour its use; none the less, it is a useful variation to know and to practise, for there are some balls, especially if the bowling be in any de-



FIG. 3.

loose, which can be effectively hit or, in cricket parlance, "made use of" in other way.

The cut is only suited to a ball somewhat to the off, and should, except by a skilled player, be only attempted with one that is distinctly at least three or four inches wide of the off stump; a ball much nearer to the wicket can be much more safely, and mostly quite as effectively, played with an upright bat.

The cut proper is made by dropping back the right foot towards the wicket, throwing the bat back over the right shoulder, and then lashing at the ball just as it is passing the wicket. Some players, in delivering the cut, employ a quick motion of the wrist: this hit is very neat in appearance, and possesses this advantage over the former, that it can be made more quickly, and therefore allows more time to judge the ball and to guard against accidents; it has not, however, the driving power of the cut proper, and is, therefore, less effective. The cut proper can only be made from a rising ball.

The other variety of the cut is, on the whole, preferable to the above. It is suited to any off ball that "gets up" at all from the ground; it is much safer, as it always offers a straight bat—the great desideratum of all true defence—to any twisting or other dangerous peculiarity of the ball, and at the same time, especially with a tall player, it is little less effective in propelling power. It has this further recommendation, too, by no means to be despised, that it gives the batsman a greater power both of playing down the ball and of "placing" it.

COVER-HIT.—This hit is useful with an over-pitched off ball. Let the young player play hard forward at the pitch, in the attitude of Fig. 3, stepping, of course, slightly across the line of wickets with his left leg, and the hit will result of itself. To avoid accidents in the way of catches, the handle of the bat should be brought well over the ball.

To give full efficiency to this and all similar hits, the bat must be grasped *tightly* in the hand, and the ball not only struck, but pushed vigorously forward by a combined action of the right arm and shoulder, after the manner of a shoulder-hit in boxing.

HARROW DRIVE, OFF-HIT, FORWARD DRIVE, ON-HIT.—A ball is said to be *driven* when it is sent back from the bat in, or nearly in, the direction in which it came; all the above, therefore, come under the category of "drives." They are all the result of the same form of play, and derive their distinct names solely from the direction in which the ball is propelled.

An over-pitched ball somewhat nearer in line of the off stump than for cover-hit, would go for harrow drive; one on, or almost on, the off stump, for off-hit; one quite straight, for forward drive; and one a little to leg (*i.e.*, either in a line with or a little wide of the leg-stump), for on-hit.

If the ball be only a little over-pitched, the hit may be made as in cover-hit; but if pitched well up, so that the point at which it takes and leaves the ground is well within the batsman's reach, he has two choices before him—either, with the full swing of his bat, to pick it up at the "half-volley," that is, just as it rises from the ground—the most effective method of hitting a ball—and lift it well over the heads of all the outlying fieldsmen—a magnificent and telling hit, if successful; or, by stepping a little forward with his left foot, bring his left shoulder well over it, and drive it all along the ground.

The latter of these two, though less showy, is in general quite as effective, and assuredly infinitely safer. They are both valuable in their degree, though

to the young beginner the drive along the ground is more particularly commended for practical use. The soaring hit may occasionally be dangerous: the drive along the ground is always safe.

Some players will even go forward to meet some balls, and, taking them at half-volley, make over-pitched balls of them. This, however, is only safe on a perfectly true ground, and hardly even then; for a mistake, it should be remembered, can hardly fail to be fatal. Perhaps the chief peril of this "going-in" lies in its extreme fascination. A successful hit is at once so brilliant and so profitable—for the ball is sent to the least guarded part of the field—that the temptation is almost irresistible to try the same hit again; and in cricket, as in other matters, success has a strong tendency to make men rash. It is extraordinary how many wickets are lost, even in our great matches, through this "going-in." It is, however, a useful variation; and, with loose bowling, piles up the runs at a ruinous rate. Of course, if there be no wicket-keeper, more liberties may be taken.

MID-WICKET HIT is either a variety of the on-hit, and is the result of precisely similar play on the part of the batsman, a little extra wideness of the ball to leg carrying it out into mid-field-on instead of long-on; or it is brought about by the

CAMBRIDGE POKE (Fig. 7)—so called from its invention and principal cultivation being assigned to the credit of the Cambridge players. It is, as will be seen, not a very elegant style of hitting, but, with those who have acquired a mastery over it, it is far from ineffective; but, on the whole, it is scarcely of such utility as to make it worth the beginner's time and trouble spent in learning it—the more so, that almost any ball which can be met by the Cambridge poke can be played with equal ease, accuracy, and success in other and more ordinary forms.

SQUARE LEG, like many other hits, may be made in two ways, either by meeting forward, with a straight bat, a ball a little wide of the leg-stump, thus causing it to fly off almost at right angles to its former course, or as in Fig. 8, by stepping out with the left foot, "swiping" round at the ball, the bat pointing directly to the pitch. This latter is a very effective hit, and, if care be taken to hit rather over than under the ball, and thus avoid the fatal error of "skying" it, a reasonably safe one. The same form of hitting will, if the bowling be fast, and the ball be hit a little late, result in LONG LEG.

But the surest, safest, most effective, and most brilliant method of hitting leg-balls, specially suited for those pitched well up, is, with both feet planted firmly on the ground, the left about a foot or a half in front of the right, its toe pointing to the bowler, to swing the body and shoulders round on the hips, and catch the ball with full sweep of the bat just on the point of passing. To do this with fullest effect, the body should be drawn up to its full height, and the whole frame well balanced and set firm on both feet. A slight



FIG. 7.



FIG. 8.

rise and fall on the toes just at the moment of striking imparts considerably additional impetus to the sway of the bat.

DRAW.—Like “slip,” this hit depends mainly for its effect upon the speed of the bowling. A ball on, or scarcely wide of, the leg-stump is met with a full, straight bat, as in the attitude of back play (Fig. 4). A slight action of the wrist, impossible to describe, but easy to exemplify practically, just at the moment of contact, confers much additional life to the ball.

Draw, of course, will only be employed when the pitch and character of the ball render it difficult to make use of it otherwise.

Before we take leave of the subject of hitting, we would again remind the young player that, to be of any continued good service, all hitting, even of the most brilliant kind, must be subordinated to a rigid defence. It is of no use to have the knack of hard hitting, if the first straight ball finds its way to the wicket, and puts a stop to all hitting whatsoever.

Many a fine hitter bewails his *bad luck* in not getting some of that loose bowling he sees an inferior player knocking about at will, when he should in truth blame his *bad play* in not keeping his wicket up, and thus getting the chance that has fallen to another. Let a man only keep his wickets up long enough, he is sure to have a sufficiency of loose balls to afford ample scope for his hitting capacities.

The young player must beware of taking a fancy to one particular hit, and practising that to the detriment of others. All are equally valuable in their place, and deficiency in any one point is certain to tell disadvantageously in the long run. Moreover, a man of one hit soon becomes known; the field is set accordingly, and his speciality completely neutralized; whereas a player with a fair average power of hitting all round is always dangerous, for no arrangement of the field, however skilful, can by any possibility guard every point, and where the field is weak, there will the all-round hitter be careful to send the ball.

The learner should endeavour to find out the *weak* points in his hitting, and endeavour to strengthen them by careful practice and imitation of better players. His strong points he need not trouble about—they will take care of themselves.

And, lastly, let me repeat the injunction to hit hard: try to make every run a six, and it will surprise you how many threes and fours you will make. A hard hitter is always dangerous at a critical moment: in a match, a hard hitter will often save the game, purely by the force of his hard hitting. Therefore, above everything, when you do hit, hit *hard*.

BOWLING.

The art of bowling naturally divides itself under two heads, underhand and round-arm. The earliest bowling was entirely underhand, and so it continued even within the memory of living men. The round-arm at first met with much opposition, but gradually forced its way, until, a few years back, underhand bowling was almost driven from the field, and, except in county elevens, was scarcely to be heard of; but of late years it has come back into favour and asserts almost an equality with the round-arm, until now no eleven is considered complete without at least its one underhand bowler.

As every cricketer should be able to bowl as well as bat and field, the young beginner should early devote his attention to the subject. His first consideration must be of *style*, whether he will bowl underhand or round-arm. In coming to a conclusion on this point, he must take many things into consideration.

Does round-arm come natural and easy to him? Will he have time for the unremitting, sedulous practice which alone can make him a proficient? and is he likely in after-life to be able to keep it up? If he cannot answer these questions in the affirmative, he will do well to rest satisfied with underhand. There is not so much *clat* attached to it as to round-arm, especially amongst juvenile players. But it is surely better to bowl in a style which, if somewhat despised, is yet difficult to play, and get wickets, than not to bowl at all, which is the actual position of the large majority of so-called round-arm bowlers. They can *hurl* the ball at the wicket after a fashion which they are pleased to call *bowling*, and may occasionally deliver a good ball, and may often too—for bad bowling makes bad batting—find their way to the wickets; but they cannot *bowl*, and, what is more, they never will.

No bowling is worthy of the name which is not mainly straight on the wicket; and no bowler deserves the name who does not add to straightness accuracy of pitch, and possess the power of varying it at pleasure. Yet what proportion of the so-called round-arm bowlers one meets on every cricket-ground have mastered even this first preliminary of reasonable straightness? while on every village green may any day be seen three or four underhand bowlers, mere country clodhoppers, who will deliver ball after ball dead upon the middle stump, with a certainty of pitch and a regularity of action that would make the fortune of half your amateur round-arm bowlers.

The case, then, rests thus: If the beginner have not a reasonable prospect of attaining fair proficiency in the round-arm, it is better to become an average underhand bowler than to form one of the large army of failures in round-arm—not to take into consideration the possibility of perhaps attaining to a place amongst first-rate underhand bowlers.

The subject has been thus treated at length to impress upon the young

reader the importance of making a good choice in the matter of bowling, to prevent his risking a failure where success might otherwise be possible.

Wherever practicable, the advice of older and more experienced players should be asked and acted upon in this choice of style. Where such advice is not to be had, the young player must fall back, as we all must, sooner or later, upon his own judgment; only, when he has made his election, he must, if he hopes to excel, confine himself to the practice of that style, and that

alone. Nothing is more certainly fatal to the attainment of true excellence in this department than an ambitious attempt to master two styles at once.

A good style of bowling—and the same may be said of batting—is only to be attained by training the muscles of the body into one unvarying system of action; and this can be effected only by continuous practice in one form, and one form alone. The simultaneous practice of two or more styles can only result in another illustration of the truth of the old adage, "Jack of all trades, master of none."

ROUND-ARM.—The bowler must take the ball, not in the palm of the hand, but in the fingers only, the thumb being only employed to retain it in its place. He must then advance, more or less swiftly, according to his style, with a pace half-run, half-walk, and, with a horizontal swing of the arm straight out from the shoulder, launch the ball at the opposite wicket, just as he strides, left foot first, across the bowling-crease.



THE BOWLER

The ball should not be allowed to leave his fingers all at once, but should be made to roll off them, as it were, receiving just at the last moment of contact a final impulse from their tips. This imparts to it a spinning motion, which, when it touches the ground, will make it fly off suddenly at an angle, just as does a top from a wall, to the great discomfiture of the batsman.

The bowler should accustom himself always to bowl from exactly the same distance behind the wicket (he will find it a useful plan to mark his starting-point with a stick or straw), and should always take precisely the same number of steps in his advance; his body should be erect and well balanced, and his eye fixed steadily upon the opposite wicket: above all, his movements, however rapid, should be unhurried, perfectly steady, and under complete control.

Accuracy of direction is, of course, the first and most important requirement in bowling; but straightness alone will avail little, if attention be not also paid to accuracy of *pitch*.

A ball coming directly from the bowler's hand to the wickets, technically termed "a full pitch" or "toss," is, of all balls, the easiest for the batsman to judge and hit away; and one that takes the ground little more than half-way between the wickets (a long hop) is scarcely less simple.

All that the batsman requires is time, and that the bowler must make it his special care not to give him.

The most difficult ball for the batsman to hit, and therefore the very best for the bowler to send him, is one that pitches from four to eight feet in front of the popping-crease. This distance varies with the pace of the bowling: the slower the pace, the nearer must the ball be pitched to the crease, and *vice versa*. It varies also with the height and style of the striker: a tall player with a good forward reach leaves the bowler no option but to pitch shorter.

Balls pitched within these limits are called *length-balls*.

The learner will find it good practice to mark, with a piece of paper or a dab of chalk, the exact spot on which his ball ought to pitch to be a good length, and steadily set himself to acquire the art (for it is to be acquired) of dropping the ball either upon or close upon this mark with unvarying certainty.

However simple his style may be in other respects, this accuracy of pitch and direction will always render him formidable to any batsman.

In bowling, it must be kept in mind that every batsman has his strong and weak points: one man, for instance, is a hard leg-hitter, but weak in defending his off stump, while another can play well forward, and another only back; and the bowler must give his whole mind to find out these strong and weak points, to avoid the one, and persistently attack the other.

There is one maxim more for the bowler, perhaps the most important of all. "Always pitch as near to the striker as he will let you." The nearer he allows the ball to pitch without hitting it away, the less time does he get to judge it after the pitch. If he allow it to come too near, his play is cramped and his hitting powers paralysed.

A really first-class bowler will, to this intent, pitch nearer and nearer to the batsman, creeping in inch by inch, until he finds out the exact spot beyond which he dare not go, and, having thus decided it to his satisfaction, will methodically settle down to work upon it with undeviating pertinacity, until the fall of the wicket crowns his labours.

Men have been known, in this manner, to wear away the turf in a bald patch, by the reiterated pitching of the ball in the same spot.

The bowler will find it well to study the art of varying the speed and the curve with which the ball passes through the air, without making any corresponding visible change in his action. Nothing is more deceptive, and, therefore, more fatal to the batsman, than a judicious unexpected variation of pace.

The great art consists, not in *constant* changes—for then the batsman is on the alert—but in allowing him to get used to one particular pace, and then, with the second of two balls, following each other in rapid succession (it loses half its effect after a hit), suddenly increase or slacken the pace: the fall of many a wicket will reward this manœuvre. Only it must be borne in mind that the attempt must not be too often repeated, or it will defeat itself. Nor must the change of pace be too palpable, for the sole object is to catch the batsman unawares.

A very slight increase or decrease of velocity is quite sufficient for all purposes; the change, too, is thus less easily detected, and therefore infinitely more deceptive and destructive, than more extreme variation.

UNDERHAND.—The above observations, so far as the *art* of bowling is concerned, will apply equally well both to underhand and round-arm. It will not, therefore, be necessary to offer any extended observations upon underhand as a speciality.

It is in the delivery of the ball only that the distinction between the two styles lies; and all the above directions hold good, with the exception that, in the act of launching the ball, the arm swings perpendicularly from the shoulder like a pendulum, instead of being swung round horizontally. All the directions as to pitch, &c., apply equally to both.

The beginner need not think that, in taking up underhand, he must of necessity sacrifice pace. "Underhand" and "slows" are not necessarily convertible terms. There was very fast bowling to be had long before "round-arm" was even thought of; and at this present time may be found in all parts of the country many an underhand bowler whose pace need not shrink from comparison with that of any but the very Tarrants and Jacksons of the round-arm school.

BIAS-BOWLING.—Bias-bowling, if good, is not only hard to hit ~~as even to~~ stop; it has in addition a great knack of flying off the bat in directions, and so giving "chances" to the field, the chief places of being at the wickets and "point;" it is very difficult, too, to hit effectually without in some sort "skying" the ball; and as the field (see Diagram C, p. 136) is mostly in front of the wicket, the ball can scarce escape being caught.

The bowler should take special care to make the out-fielders stand *deep*; it is a common fault to stand in too near, and thus not only runs, but many catches, are lost: and, above all, a bias-bowler must himself be almost ubiquitous between the wickets to field his own bowling.

It would be very difficult to describe, in a thoroughly intelligible manner, the various methods by which bias is imparted to the ball; but, though difficult to describe, the peculiar turn of the wrist and play of the fingers is wonderfully easy to exemplify practically, and almost as easy to acquire. The difficulty lies in combining the bias with accuracy of pitch: any cricketer could furnish the requisite information, and to such source must I refer the young aspirant to bowler's fame.

As long as the ball, in passing from the bowler's hand, deviates neither to the right nor to the left from the right line, but depends solely for its efficiency upon its pitch and straightness, a "good bat" will find comparatively small difficulty—on good ground, that is—in defending his wicket; but, if it can be made to fly off from the pitch at an angle more or less decided, its dangerous qualities will be enormously enhanced.

Most bowlers in some sort impart this bias or twist to the ball; but there are many—and the number is rapidly increasing—who concentrate their attention almost solely upon this one quality, as, for instance, Old Clark, in days gone by, and V. E. Walker, E. M. Grace, R. C. Tinley, &c., in our own times.

Space would fail me to enter fully into the subject of screw-bowling: a few short hints must suffice.

First, as to *pace*. Medium pace possesses a great advantage over fast, in the power it gives the bowler of varying the curves with which it passes through the air, and thus deceiving the batsman by altering the pitch without his perceiving it; for he naturally, at first sight, expects a ball that rises high in the air to come farther than one of lower flight, and may often be thus led into fatal error.

But it is in bias-bowling that the superiority of medium pace chiefly lies. Of absolutely slow bowling I do not speak; for on good ground, and against

anything like scientific and hard-hitting batting, it is the most egregious failure possible, and, indeed, any player with a good eye and a strong arm may do with it pretty much as he will; therefore, I at least will none of it. In very fast bowling the ball merely glints on and off the ground so rapidly, that any spin it may have upon it has hardly time to act, whereas a slower ball not only gives more time for the ball to "bite" the ground, but, falling more perpendicularly, actually takes the ground in a more advantageous manner.

The slower the ball, then, the more effective will be the bias; but pace and bias combined are the great desideratum, and each bowler must find out for himself the point at which he obtains most effect; only be it remembered that any very exceptional twist—save, perhaps, now and then as a surprise—is quite unnecessary, nay, even undesirable—a break of a few inches, six or seven, being quite sufficient for all ordinary purposes.

A ball is said to "break in" when it pitches to the leg side and turns in towards the wicket, and to "break back" when it pitches to the off side and comes in. The latter is by far the more dangerous bias, and a man who has such a command of the ball as to make it "break in" or "back" at pleasure may do pretty well what he likes with the batsman; only be it remembered that the most perfect accuracy of pitch is indispensable to success. Loose bowling is always bad: in fast bowling the very pace may prove its safety; but, with medium pace, pitch alone can yield it immunity from punishment.

FIELDING.

The art of fielding, though of no less importance than that of batting and bowling, and an acquirement of paramount and vital necessity to the would-be cricketer—without which, indeed, cricketing itself would cease to be—yet it does not, for its due inculcation, demand or, indeed, admit of the same extended and detailed instruction as has been above bestowed upon these, its compeers.

With the single exception of the wicket-keeper, and perhaps in some degree also of the long-stop, it makes little or no difference to the player, so far as the theory of the art is concerned, what place he may take in the field. "Out-fielding," it is true, makes greater demands upon one set of qualities, as speed and hard throwing, and "in-fielding" upon another; but, in all, the duties required are the same—to stop the ball, catch it if possible, and return it with all speed to the wickets; and, in performing these three functions—whether the player be far out in the field or close in to the bat—his action and attitude will be, and must of necessity be, the same.

A short general summary, therefore, of the various methods of practical fielding—of catching, stopping, and throwing—and a few concise details as to the special peculiarities of the several places in the field, will be all that the young learner will need to set him in the way of at least making a beginning in this indispensable art.

CATCHING.—The ball may be caught either with one hand or two: the latter is, of course, the easiest and safest way. To catch with both hands, it is well to wait till the ball is just within reach, and then thrusting out the hands well forward, with the fingers extended, to receive it into them as into a bag or net, at the same time allowing the hands to yield, more or less, in proportion with the speed of the ball.

The hands should not be extended too soon, or the arms become rigid and less able to bear the shock of the ball: it is less easy, too, to correct any error

that may have been made in judging the flight of the ball. A golden rule in all catching is to hold the hands in readiness, and dart them out from the side at the very last moment.